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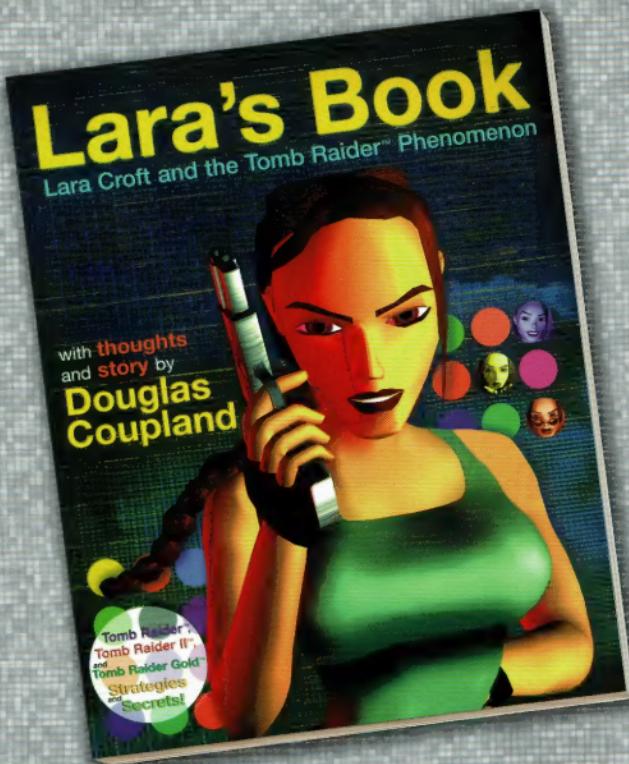
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Tomb Raider®

Prima's Official Strategy Guide

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Contents

A Brief Introduction	1
The Caves	2
City of Vilcabamba	4
Lost Valley	7
Tomb of Qualorec	10
St. Francis' Folly	13
Colosseum	17
Palace Midas	20
Cistern	25
Tomb of Tihocan	29
City of Khamo	34
Obelisk of Khamo	38
Sanctuary of the Scion	43
Natia's Mines	47
Atlantis	53
The Great Pyramid	59

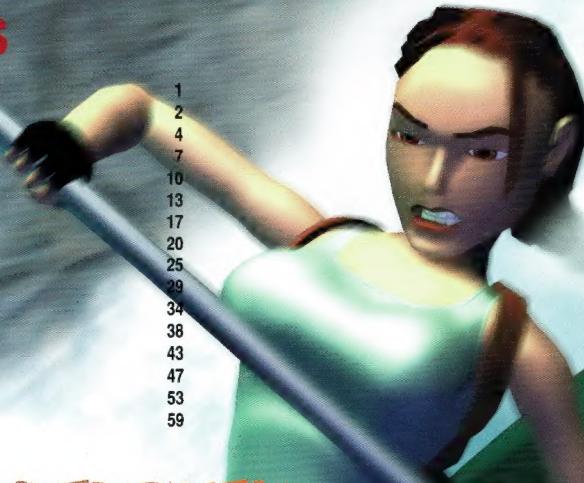
A BRIEF INTRODUCTION

As a strategy guide, this book may be a bit different than some you've seen. Each of the level walkthroughs which follow are the result of hundreds of hours of gameplay, and each of the screenshots were lovingly chosen with insight and attention to detail. What that means is that the general strategies and specific recommendations are built right into each walkthrough. No cross-referencing with a separate strategy section is required.

If, somehow, you're new to the Tomb Raider experience, we'd recommend you take a quick trip to Lara's Home before you begin: you reach her mansion via the snapshot in the game's menu ring. Get familiar with the controls. You need only know how to move with a certain amount of confidence; we'll take care of the details in the walkthrough. Also, get familiar with the use of the camera. Looking around should become second nature as the game progresses.

Be mindful of the very specific movements that are called for in each walkthrough, and realize that the key to each successful jump is most often the position from which Lara begins. In 99 percent of the cases, Lara must jump from the very edge of a platform for things to work out as they should. You can use the walk command to step to the very edge of a ledge without falling off. To run and jump from an edge, first walk to the edge, then hop backward once. That'll set up the proper running distance.

When it comes to combat, use the Pistols when a foe is not an immediate threat, when Lara has some height advantage that keeps her out of danger. In close quarters, check the walkthrough for specific recommendations. In a nutshell, the more immediate the danger, the bigger the gun required. Make sure you find each Secret Area, all clearly marked, and Lara's ammo supply is never a concern. With that in mind, it's time to do some serious tomb raiding.



CAVES

3
Secrets

The Caves is a quick little level to get you and Lara comfortable with each other. Patrol with your guns out and follow the screenshots.



Follow the wide tunnel, running on through the hail of darts.

The camera angle will change to direct your attention upward, but continue past this point.



Above the far corner of the large cavern, you can see a tunnel.



Stand with Lara's face against the wall. Jump backward, then jump off the slope and grab the ledge.



Climb the rocks where the camera angle changed previously, and enter another wide tunnel.



Blast the bats, and check the small open area on the left.

secret



Stand in the corner with the snowdrift, and use the grab and forward commands to grab the ledge. Watch for bats!



Continue along the wide tunnel, turning left into a large cavern.



Circle around the pillar, and you'll find an opening in the floor.

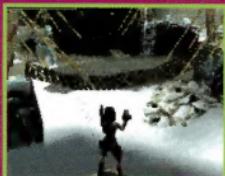


Throw the switch, and enter the small chamber with guns drawn.

The Caves



Blast the bats, and climb up through the opening in the ceiling.



Get those guns out: there are wolves on the prowl down below.



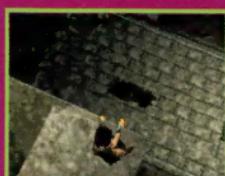
Circle around to the right, staying on the upper path, and whack the wolves.



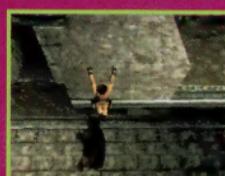
Cross the bridges to the far side of the chamber.



Proceed with caution through the vegetation and up to the edge of the pit.



Take out the bear from above. You can hang from the edge to goad him into the open if you're feeling brave.



When the bear finally succumbs, drop down and check the nearby opening.



Grab the Small Medi Pack, and use the pressure plate to open the door.

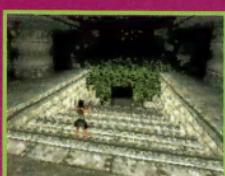
secret



The door leads you back to the floor of the bridge room. You did take care of all the wolves, didn't you?



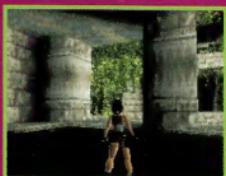
Backtrack across the bridges, then run and jump across the bear's final resting place.



Grab the Medi Pack from the shadows on the left, and draw the guns as you approach the opening.



Subdue the wolves that come out to greet you, perhaps backflipping up the wide stairs.



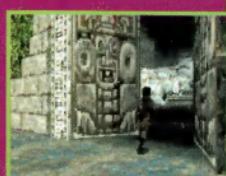
From the initial upper patio, look to the left and spy a hidden ledge.



Run and jump from the patio to the vine-covered ledge, and then pilfer the chamber there.



Back in the large open area, you have to throw the switch to open the door to the left. The door is on a timer.



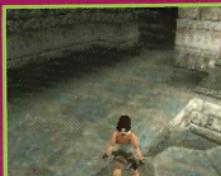
To make it inside, run and jump from near the switch, then jump from the top of the low wall to grab the door ledge.

The Caves

The Caves The Caves The Caves



Follow the hallway, and dispose of the lone wolf there.



The collapsible floor sections reveal an area below. Drop down.



In the lower area, head through the opening in the wall.



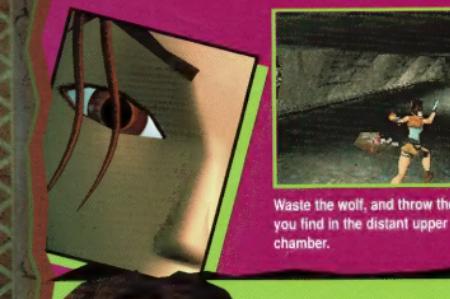
Run and jump across the chasm to the ledge on the far side of the large room.



Waste the wolf, and throw the switch you find in the distant upper chamber.



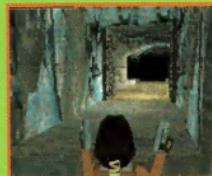
Drop down to the area below, and make your escape through the large portal.



City of Vilcabamba

3 secrets

The City of Vilcabamba is a relatively compact level that begins with a major wolf ambush. Be ready for action.



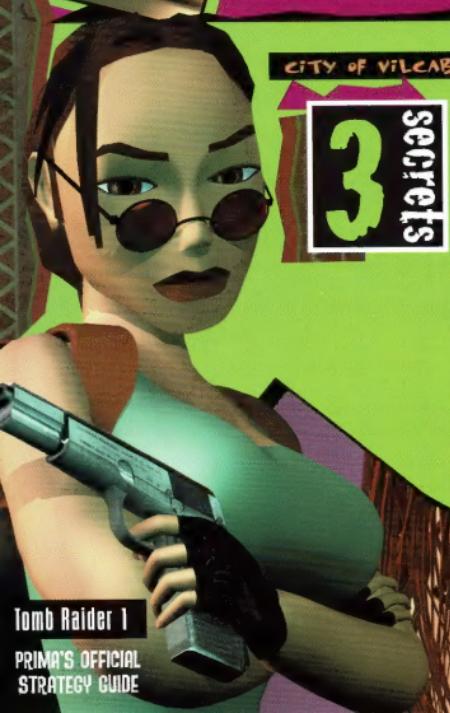
Get those guns out, and realize you don't have much room to maneuver in the short hall.



If you attack aggressively, you have less chance of getting swarmed under by the pack. Don't be afraid to use a Medi Pack.



Follow the hallway around to the right, watching out for bats.



City of Vilcabamba City of Vilcabamba 5



A long hall circles the central court. You might as well make the loop now and clean house.



There's a wolf lurking near a Small Medi Pack at the left-hand turn.



Once you've made the full circuit, check out the courtyard and the pool. A bear waits through the open doors nearby.



The bear is a tough foe, so stay mobile in the area near the pool. Watch out for the irregular ceiling as you jump and shoot.



Above the bear's stable is a Medi Pack to help ease the pain of the encounter.



Now it's time to test your swimming skills and claim a couple of Secrets.



Dive into the pool, and hang a right at the intersection. Pull the lever in the lit corner of the large chamber.



Clean out the small room above the lever. Exit back into the large underwater chamber.



Behind a pillar in the far corner of the large underwater chamber is a hidden lever. Pull it.



Swim to the end of the tunnel, then up to the left to discover a small room.



Climb out of the pool and investigate the open door. The hidden switch opened the door to the room.



Return to the central courtyard and throw the switch to open the nearby door.



Climb to the window ledge, and jump across to the far opening.



If the floor collapses before you reach the Large Medi Pack, you can pull out the nearby block to reach the ledge.



Push the block in the wall through into another room.



Take the Gold Idol and the Silver Key, and use the block to climb. Kill the bats and grab the Large Medi Pack before returning to the courtyard.

City of Vilcabamba

City of Vilcabamba City of Vilcabamba



The Silver Key door is down a path off the courtyard. Watch for wolves as you approach the structure.



Investigate through the open doorway once the wolves are whined.



Climb the ledges around the pool to the uppermost walkway. At least the water is there to cushion any fall.



Up on top, drop the bats and jump across the opening in the walkway. The switch in the chamber opens a door below.



This second chamber has collapsible planks. Climb the ledges to the top.



The final door is opened with the switch in the upper room. Collect the goodies from the structure's roof on your way down.



The central hallway is booby-trapped. Stick to one side and rush past each blade.



When you throw the switch, a trapdoor opens beneath Lara. Let her fall into the pool.



Instead of surfacing in the large pool, swim through the smaller tunnel in the wall.



Throw the switch in the upper chamber if you need to backtrack. From the upper ledge, take potshots at the bear near the pool.



On the upper ledge on the far side of the pool is a switch that stops the blades. To the right of that is a hidden hallway.

secret



Follow the dark hallway to a secret stash, then check the area near the bear's pool.



Near the bear you bagged from above is a lock; insert the Gold Idol into the lock to open the exit.

5

secrets

The wide-open spaces of the Lost Valley are the stomping grounds of the infamous T-Rex, one of the highlights of the *Tomb Raider* experience. There are also raptors and wolves aplenty, so keep those guns drawn when you're not doing other things. As the level begins, don't venture upstream just yet. You need to collect the three Machine Cogs first.



In this direction lies the mechanism that requires the Machine Cogs. Head downstream to the falls.



From up above the falls, you can see wolves below. Head carefully down the rocks to the right.



From a low rock, you can bring the wolves into range, but stay out of their reach.



There's another wolf waiting down the nearby tunnel.



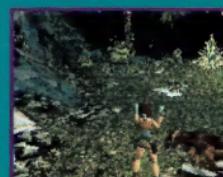
The large mass of white rock is the way to the main valley. Continue past it a short distance.



If you'd like a few more kills, there's a pack of wolves ahead. Jump quickly back up the slope and you can shoot them from above.



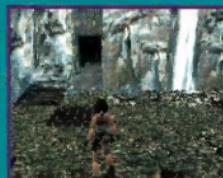
Backtrack to climb the large mass of white rock and collect the Large Medi Pack near the ominous skeleton.



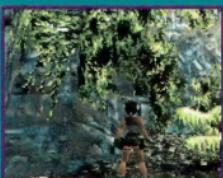
Drop down into the valley and peg a pair of raptors. Proceed with caution, and read the tip for some T-Rex advice.



A desperate series of backflips can give Lara enough time to drop the onrushing beast ...



... but it's easier to enter this hallway and shoot at the T-Rex as it passes in front of the opening. Watch out for the raptor farther in.



Check out the passage obscured by vegetation.



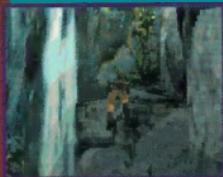
Follow the tunnel beyond the overgrowth and drop another raptor.

TIP

The King

As you approach the broken bridge, eerie music will alert you to the T-Rex's approach. It's possible—just barely—to backflip (and backflip) and kill the beast before it can get its jaws on you. However, it's easier to run into the dark hallway located on the right side of the valley as you come in (find it before you trigger the T-Rex). The T-Rex can't fit its head into the hallway, so you can shoot it as it paces past the opening. Be patient.

Lost Valley Lost Valley Lost Valley



In the small chamber, climb the rocks to the right of the waterfall.



On a ledge high above is the first of the Machine Cogs.



Follow the underwater passage below the falls back to the valley floor.



Climb the rocks to the left of the large fall. Jump and grab the crack, then shimmy out across the falls.

secret



At the peak of the falls' cavern, Lara can pull up and stand. In the back, on the right, is the secret chamber.



Return to the valley floor, and investigate the plant life to the right of the same waterfall.

secret



Behind a rock to the right of the waterfall is another secret stash.



At the far end of the valley are more raptors and a large structure.

Tip

The Machine Cogs

Once you have all three of the Machine Cogs, you'll need to insert them in a mechanism near where you began the level. Backtrack all the way out of the valley and climb the rocks to the left of the huge falls near where the level began. Go as far upstream as you can, and jump across the water, being mindful of the irregular ceiling. You have to make several running jumps back and forth across the stream, but the path leads directly to the mechanism.



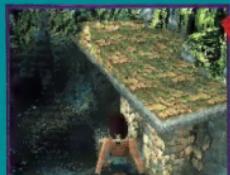
Before you go inside, back off a bit and check the rocks on the right.



You can climb the rocks along the cliff face in the direction of the structure.



Jump and grab, and pull Lara up to the level of the rooftop.



You'll have to run and jump to make the corner of the distant roof.



Don't overlook the ammo over the crest of the roof. You can slide down the rocks on the far side of the roof to return to the valley floor.



Inside the structure, dive down to the right of the waterfall.



You'll find the second of the Machine Cogs in a small underwater chamber.



Back outside the structure, you can see a well-lit tunnel on one cliff face.



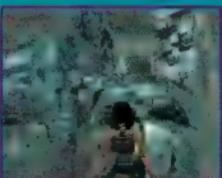
Follow the tunnel, then run, jump, and grab the far side of the broken bridge. Collect the third of the Machine Cogs and hang and drop back down to the valley floor.



The three Machine Cogs in hand, backtrack upstream to the mechanism near where you started the level.



Consider both the overhead obstacles and the landing area when you make those running jumps across the water.



Run, jump, and grab the ledge near the entrance to the final tunnel.



Cross the bridge and insert the Machine Cogs on the bare pegs. Throw the switch to divert the water flow. In this picture, there's a Secret to the left.



In the whitewater end of the stream, near the cog mechanism, is a small chamber to pilfer.



Near the floodgate that the cog mechanism moves, a Shotgun rests next to the skeleton of its previous owner.



Follow the underwater passage past the skeleton.



Follow the underwater passage, and you'll surface in a small secret chamber.



Watch your step returning to the creek. The bed is dry, thanks to the floodgate.



Jump down into the pool below and you'll find a passageway revealed in the absence of a waterfall: you're at the end of the level.



Tomb of Ruahpec Tomb of Ruahpec

TOMB OF RUAHPEC

3

Stages

The Tomb of Ruahpec is a compact excursion centered around the first part of the mission, which Lara must have to complete her quest. As the level goes underway, a long ramp leads off the main room. The ramp is booby-trapped: if you venture too far up, a huge boulder rolls down. You'll have to deal with the boulder eventually, so you might as well clear it out right now. Go about a third of the way up the ramp, then roll and run back into the room. If the boulder stops, back off to one side of the room; if it doesn't stop, go a little further up the ramp and repeat the process until it does.



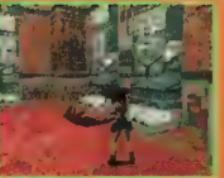
From the doorway, you can see the ramp leading up to the boulder. You'll have to clear the boulder to progress, so start by rolling and running back into the room.



When the boulder has stopped, roll and run back into the room. If the boulder has stopped, you can proceed.



To the left of the doorway, there's a switch that you'll have to flip to clear the boulder. If you flip the switch, the boulder will roll down again.



When the boulder has stopped, roll and run back into the room. If the boulder has stopped, you can proceed.



When the boulder has stopped, roll and run back into the room. If the boulder has stopped, you can proceed.



When the boulder has stopped, roll and run back into the room. If the boulder has stopped, you can proceed.



Flipping in the doorway switch moves a switch that enables the catapult. Head to the doorway, and jump forward from the edge of the pit to backtrack.



When the boulder has stopped, roll and run back into the room. If the boulder has stopped, you can proceed.



The platform in front of the doorway has a switch. Once you've cleared the boulder, throw the switch.



Head the stairs. The stone switch's position remains the same after the shotgun.



Push the switch to open the doorway.



Push the switch to open the doorway.

Tomb of Ruatope Tomb of Ruatope II



From the hallway



Turn the switch to move the barrier in the direction of the Scion.



Turn off the switch and explore the one remaining passage.

TIP

Pillars and Spikes
The puzzle of the moving pillars that allow Lara to cross the spikes is very perplexing only if you throw the first switch without first exploring the spike chamber. You need to take advantage of the original configuration of the pillars before throwing that switch; otherwise, you can't reach the other important toggle. Also, notice that a shortcut hallway opens to get you directly back to that first switch, saving you a bit of backtracking.



The first time through this section, you need to leave the switch room. Explore the remaining chamber.



From the hallway, move the switch so that you can reach the chamber beyond. Press the blue button on the floor; and follow the passage.



Return the button to the blue position and move to the hidden passageway.



From the top of the second pillar, jump and press the button to the right and follow the hallway.



Throw the switch in the hallway to move the pillar.



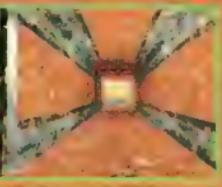
Return to the first switch room, and move the button to the red position.



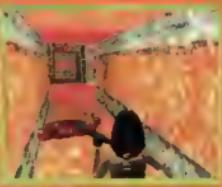
Leap to the central pillar, and hold press the red button on the bottom.



Run and jump around the room, moving through the spikes. Don't forget to jump over the spikes on the way back.



From the hallway, move the switch to the last obstacle in the direction of the Scion.



Run and hold Movement and Infiltration together to move across the floor.



The end of all the spikes! You'll know it when...

Tomb of Ruatope

**The Spiked-Floor Secret**

To get out of the room with the floor covered in spikes, walk carefully to the area below the door. With Lara's face pressed up against the wall, use the forward and grab commands to reach the ledge. If you try to jump and grab, Lara will fall back down before attempting to grab the ledge and will be impaled.



The area in front of the stairs is covered with sharp spikes.

Walk over the ledges trap on the left without being an object of attention.

Jump over and grab the stepped ledges. A hidden doorway will be in the center of the stairs.

secret**secret**

Move across the ledges and walk up to the doorway to the next room.

Move across the ledges and walk up to the doorway to the next room.



Walk across the ledges and walk up to the doorway to the next room.



Walk across the ledges and walk up to the doorway to the next room.



Move across the ledges and walk up to the doorway to the next room.

Move across the ledges and walk up to the doorway to the next room.



This doorway is the one with the ceiling falls down. The escape tunnel is the one with the boulder trap, which you should have defused earlier.



Move across the ledges and walk up to the doorway to the next room.



Follow the ledges and walk up to the doorway to the next room.

Follow the ledges and walk up to the doorway to the next room.



Follow the ledges and walk up to the doorway to the next room.



Follow the ledges and walk up to the doorway to the next room.

ST. FRANCIS' FOLLY

4
secrets

St. Francis' Folly is a puzzle-packed trip virtually guaranteed to result in a screaming death or three. Most of the action takes place in and around a tall tower that allows access to several different puzzle areas. Take a good look around before you leap, or Lara gets a one-way ticket to the ground floor.



Klutz out of the short tunnel, and climb up on one of the low ledges to shoot the lions.



Pushing the movable box back and forth opens doors at each end of the large area.



The door that opens closest to the ground is guarded by a gorilla. Proceed with caution.



Upstairs to the right is a switch.



Expect more monkey trouble when you head back downstairs. The switch opens the exit.



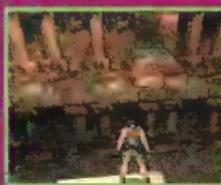
Back in the large area, another one of Mata's goons arrives. Chase him around the pillars until he disappears.



Now you can position the movable box so you can reach the top of the lowest pillar.



Grab that Large Medi Pack on top of the pillar.



On the same side of the room as the movable box is an opening high on the wall. Jump to the ledge.



Go just inside the door and turn left. Jump forward onto the ramp, then jump and grab from the second ramp.



secret

You should be able to catch the edge of the ledge above. Pull Lara up.



From the upper ledge, backflip to the slope, then jump and grab the high ledge. Grab the goodies, being mindful of the fake floor.



Return to the large room, and continue around the perimeter to the high, opened door.



Slide backward down the long slope, and grab the edge of the ledge as you slip off.



Grab the ledge, and hang from the small slope below.



Pull Lara up to the long slope and let her slip back off; don't jump backward, just drop from a standstill.



As soon as you hit the small slope below, jump.



If you did everything right, Lara can just catch her heels on the ledge of a secret room.

secret



Clean out the secret room, and drop down to the chamber below.



Try to peg the crocodile, and don't throw the nearby switch until you go for a swim.



With the conduit full of water, you can swim to the opening of another small secret chamber.



Swim back to the switch and throw it to drain the water from the conduit below.



Dispose of the crocodile and traverse the dry tunnel.



At the far end of the tunnel is a stairway leading up to the main chamber of the level.



It's a long way to the bottom of the tower room.



Look to the right as you enter, and follow that path; be ready for *big* trouble.



Run and jump to the top of the lower tower, prepared to splat those were-hots.



One level below the top of the tower is a switch.



The first switch opens the door to the Thor room a short distance below.



Drop carefully down through the levels of the tower, and you'll find another switch on a pillar. Throw it



The second switch opens the door to the Damocles room.



Check the nearby door to the Thor room before heading down to the Damocles room.



Inside is a nasty lightning trap. The bolts strike the metal plates randomly.



Hug the wall, and wait for the bolt to strike in front of you. When you hear it striking again in another location, run and jump across the plate.



In the dark chamber, you have to stand beneath the hammer, then run out of the way as it falls.



The falling hammer dislodges a movable block that Lara can use.



Use the block to climb to the nearby ledge, where another block lets you reach an upper walkway.



Take the Thor Key from the upper ledge, and backtrack through the lightning trap.



Don't overlook the Large Medi Pack above the Damocles room.



Inside the Damocles room, the swords stay suspended from the ceiling until you have the Damocles Key.



The Damocles Key lies in a small adjoining chamber. Grab it, and the goodies above it, and exit with caution.



Use the shadows on the floor to judge the position of the swords, and be aware that they'll drift toward Lara as they fall. Jump back!



Outside the Damocles room on the central tower is another switch to throw. Watch out for sniper fire from below!



The switch opens the door to the Neptune room high above. You need to make your way down to the foot of the tower first.



Down on the ground floor, Nata's henchman needs a good schoolin'. Trade fire until he disappears behind the tower.



Throw the switch at ground level. To the left is the exit portal. To open it, you need all four room keys. In the distance on the right is a sealed secret room.



The floor-level switch opens the Atlas room. Relieve the primate standing guard.



The boulder at the top of the long ramp must be released. Run up the ramp a distance and roll until you coax it free.



With the boulder in pursuit, roll and grab the edge of the ramp, then drop into the safe zone as the rock passes overhead.



Up the boulder ramp on the left is a ledge to climb, where you'll find the Atlas Key.



Climb the tower to the open Neptune room.

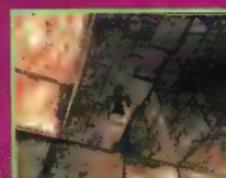
Tip

The Pressure-Pad Secret

To reach the door of the secret room before it closes, you have to be willing to absorb some damage. No problem: as long as you live, it's the last thing you have to do in this level, and Lara's health will be restored to full when you begin the next mission. Jump to the ledge above the door to the Thor room and step on the pressure pad. Turn to the right, and run off the ledge in that direction. Keep running—don't jump—and you'll drop down rapidly without getting squished. When you fall to the walkway with Lara facing the corner of the room, roll and run. You should be just above ground level and heading straight toward the door. It's gonna be close.



Inside is a deep pool that seems to dead-end in an underwater passageway.



In the underwater passageway, check the ceiling for a small off-shoot. Throw the switch there to access the Neptune Key.



Collect the Neptune Key from the end of the underwater passage, and make haste for the Neptune room far above.



Before you unscrew the ground-floor secret room, head back down them and kill the lions. The trigger you seek is on top of the entrance to the Thor room.



The pressure pad above the door to the Thor room opens the room far below for a very short time. See the note about surviving the quick drop down.



Apply all four keys to the locks on the ground floor, and exit through the unbarred portal.

COLOSSEUM

3

secrets

The Colosseum level centers around a huge arena, wherein hostile creatures and Natia's henchmen play. The object is to make it to the central structure of the area, and from there to three outlying chambers in the grandstands. You open the exit, in the center of the Colosseum, by solving the puzzles in those peripheral areas. First things first, though: you have to penetrate the Colosseum proper from the large outer cavern.



Blast the crocodile before you take a swim; swim through to the larger cavern.



Try to get out of the pool when the patrolling lion is at a distance, and you should be able to take him out with the Shotgun.



Expect more lion trouble from along the left side of the structure.



Inside the building, remove the lurking lion: you'll be glad you did later on.



Climb the cliffs to the left of the structure, and then use the block to reach the upper walkway. Don't overlook the Large Medi Pack on the same level as the block.



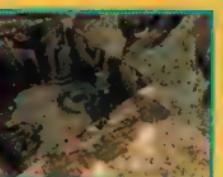
From the upper walkway, you can spy a small cave to the left of the pool below.



Jump down the rocks along the cavern wall, finally running and jumping to the small secret cave.



Backtrack to the upper ledge around the structure and down into the passage near where you spotted the Secret.



Blast the crocodiles from above before dropping down to collect the Small Medi Pack.



Jump and grab the crack, and shimmy up above the crocodile pit.



About halfway along the crack is a spot big enough for Lara to tuck herself into. Raid the chamber to the back and right.





Past the crocodile pit, drop into the hallway and throw the switch. If you didn't kill the lion inside earlier, you'll regret it now.



Up the stairs is the Colosseum proper and one of Natla's men waiting to stage an ambush. Chase him off.



On the perimeter of the Colosseum are three rooms with sealed doors.



Try to mop up as much of the wildlife as possible, then drop down to the floor of the arena.



Get out your Shotgun and slide down the slope through the opening in the wall.



Dispose of the lions and throw both switches.



Follow the open passageway to the bottom of the open pit outside.



There are lions aplenty waiting for Lara to climb back up. Use the pit as an obstacle and a refuge. Check the rocks for another lion and an open door.



In the chamber below, hit the first pressure pad, and run through the door on the left.



In the left-hand room, you have to throw the switch, then hustle to another chamber next door.



In that second cell, bear to the right, and you should just make it inside a small antechamber. Throw the switch.



Proceed down the now-opened hallway, walking carefully past the spikes. Follow the passage and climb up.



Scour the rocks for ammo, and look in the direction of the central structure.



Run and jump to the small sloping rock. From its far end, you can run, jump, and grab the ledge nearby.



Be ready for gorilla trouble when you make it up onto the ledge: don't let him push you backward!



Once you've disposed of your enemies, pull out the block and throw the switch you find there.



The switch opens the first of the perimeter doors.



You can use the low stone block on the floor of the Colosseum to climb back to the bleachers.



Watch for bats and head inside.



Another perilous boulder ramp awaits. Walk to the edge of the opening, and jump forward and grab as the rock is released.



Hang from the edge of the ramp, and let the boulder roll overhead.



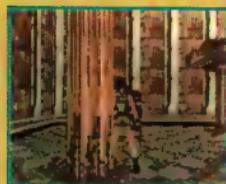
Follow the ramp up, and throw the switch in the small room.



Expect more trouble from Natia's goon as you make your way to the next open door in the bleacher area.



The room of tall pillars hides one of the sneakiest Secrets in the game.



Stand like this, and you can hear a door open far above.



From the proper position below, jump forward, jump right, jump back, jump left, and jump forward. You should reach a high ledge before the door closes.



Find Magnums in the small chamber, as well as other prizes.



Return to the room with the tall pillars, and throw the switch high on the wall.

SECRET



In the new room that opens in the bleacher section, push in the box.



Throw the switch you find to open a door back in the central area of the Colosseum.



Push the block all the way into an adjoining chamber, and then pull it out of the way.

Negotiating the Pillars
Making the series of jumps to the top of the pillars can be vexing, but it's not too bad as long as you start in the right position. In fact, that's all there is to it because you won't have time to adjust your direction on the way up. Stand as shown, and jump as instructed. Hit the ground running on the upper ledge, and the Magnums are yours.



Take the Rusty Key, and backtrack to the central area of the Colosseum.



Don't forget to check the now-opened door at the bottom of the stairs, then use the Rusty Key on the lock.



Jump into the water and swim to the next level.



PALACE MIDAS

3 secrets

The Palace Midas is a sprawling task, the object of which is to find three lead bars and turn them to gold. Sounds simple enough, but the wide-open nature of the level can leave you wondering just where to go next, not to mention what you need to accomplish once you get there. That's what we're here for.



You begin the level in a small pool. Climb out.



Look to the right and get out those Magnums. Head in that direction cautiously.



Kill the snarling canines in that direction.



Choose the low road for now; the stairs can wait a while.



Follow the path beside the stairs, guns at the ready.



There are lions on the prowl in the area. Dispose of them and check the area out.



In the dark end of the area walks a Small Medi Pack.



There's also a gorilla lurking in the opposite direction.



Collect the major stash of Magnums before backtracking.



Head back down the narrow hallway.



Hang a right, and climb the staircase.



Blast the gorillas in the upstairs area. This large room forms the meat of the level.



Around one side of the central ledge is a sealed gate.



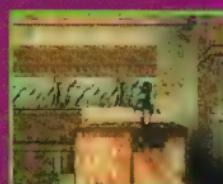
On the other side of the central ledge, climb the white stone, then run and jump to the nearby pillar.



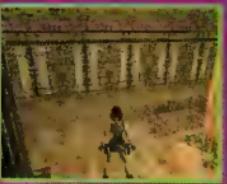
From the pillar, you can jump to the ledge above the nearby door.



From the ledge above the door, jump to the adjacent ledge and claim the stash. Run and jump (or fall and climb) back to the tops of the pillars.



Continue along the tops of the pillars in the direction of the central ledge.



On the ledge is a series of switches that you can use to open the perimeter doors. Throw the single switch downstairs to open the gate.



Above each door is a series of switches. Note the pattern.



Configuring the same pattern on the set of five switches opens the door.



In one room is a nasty series of jumps over flaming pillars.



Clear the water before attempting the puzzle—just in case.



When you approach the starting line, the pillars stop burning, but not for long.



Run and jump along the tops of the pillars, leaning right and then left in midair to step on each one. On the last jump, you need to grab and pull up.



Hostile past that final pillar as the fires reignite. Take the lead bar and swim back to the outer area.



On this door, one of the symbols is missing.



Configure the switches back on the central ledge as shown, and in you go.



The chamber is dominated by a tall pillar.



Pass by the pillar and through the opening in the far wall.



Head downstairs, and pull out the block. The pillar collapses.



Double back past the floor-level opening to the pillar room, and head upstairs.



Look down and to the right from the ledge. Drop to that rock, and run and jump from there to grab the top of the busted pillar.



From the top of the pillar, run and jump to the flat spot on the slope. From there you can jump to the ledge near the doorway.



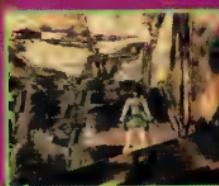
From the safety of the ledge, dispose of the bats and gorillas.



Hop over to the area around the pool, and blast the crocodiles. Shoot through the narrow channel.



The cavern with the large pool has a secret area at the far end.



Climb the rocks on the right. When you can't walk any farther, jump forward and keep jumping.

secret



You should reach a flat spot after a few jumps. From there, climb over and slide down to the Secret.

secret



Backtrack to the area of the pool near where you pegged the bats and gorillas moments ago. Hang over the edge and drop to the stash you can see far below.



Jump out of the secret area, and plug another big ape. Look to the right to spy a long ledge.



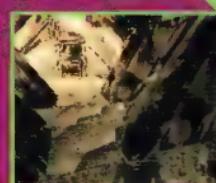
Hammer some more gorillas, exploring the length of the ledge.



Across from the long ledge, you can see a crack in the wall. Run, jump, and grab in the direction of the Large Medi-Pack.



Shimmy to the far end of the crack, and pull up. Blast the bats, and notice an opening that was hidden by the rocks.



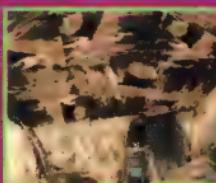
Run and jump across the chasm, and follow the path upward. Leap over the collapsible flooring to claim the Large Medi-Pack.



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Slide down the slope past the Large Medi-Pack.



Follow the tunnel and you'll spy an opening below.



Traverse the ledge, and be ready for the onrushing lion. Don't get knocked off!



Look to the right on the ledge above the gorillas, and leap to the ledge.



The tunnel terminates at an opening above a structure.



On the roof of the structure is the second lead bar.



By now, the area below is teeming with wildlife. Notice that you can use the rocks for a height advantage.



Watch your back as the door to the structure opens: there may be lions creeping up from behind.



Inside the structure, the switch opens up the garden-gate. More on that later.



Blast your way back in the direction of the beginning pool, as gorillas seek to bar the way.



Backtrack to the room with the combination doors.



Check the next door in the perimeter area.



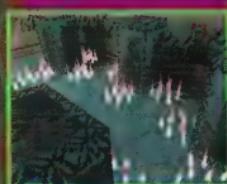
Configure the switches in the proper pattern.



Inside the now-opened chamber, the floor is covered with spikes. Walk slowly.



Through the opening in the wall, pull out the box to reveal a short hallway.



Throwing the switch in the short hall raises pillars among the spikes.



Run and jump around the room, using the pillars.



Get out that Shotgun before the final leap. A gorilla will try to push you to your death as soon as you land.



Drop the gorilla and take the third lead bar.



There's one last door to open with the combination switches.



Open the final door in the area. That's the exit, but you need gold bars before you exit, not lead.



If you check the exit area, you'll find a lion guarding the three fixtures requiring the gold bars.



Backtrack to the beginning pool. The garden is down the dark tunnel.



Expect more gorilla business near the garden gate.



Inside the garden, notice the sealed gate on the left.



Just inside the garden gate, there's a switch hidden in the bushes. That opens the sealed interior gate.



As the trap opens, roll, then jump backward before the floor can collapse.

secret



Run and jump from the upper platform as the trap closes, and make your escape.



Back in the garden, climb to the right from the low ledge on the right.



In the area of Midas' hand, be very careful. If you stand in the hand, Lara turns to gold.



Stand beside the hand, and turn each lead bar to gold with some help from Midas' hand.



Recktrack and insert the gold bars in the three fixtures. The door will the level opens.



Cistern Cistern Cistern Cistern

CITY OF VILACAMBA

3 Secrets

The secret to success in the Cistern concerns the manipulation of the water level. A single switch floods or drains the area around the large central pool. As long as you get started in the right direction, you need to throw the flood switch only once to gather all the keys that allow Lara to exit.



Drop down into the small room, being mindful of the presence of a thriving rodent population, and push the block.



Use the block to reach the switch in the adjacent chamber.



Grab the Large Medi Pack, then drop through the hole in the floor to find the main area.



Turn to the right as you enter, and jump to the small landing. Blast the rat and grab the crack.

Cistern



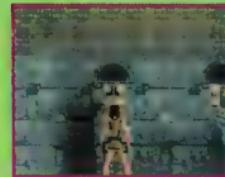
Shimmy along the crack to the corner, and then continue to shimmy left.



Climb up at the end of the crack, and look to the right.



Follow the upper walkway around to locate the first Rusty Key. Drop down to the ledge immediately below.



Run and jump to the walkway where you entered, then run, jump, and grab to reach the first locked door on the left.



Use the Rusty Key to open the room, prepared for a gorilla ambush.



Climb to the walkway above using the ledge near the door, and one of Natla's henchmen appears. Drop down and chase him off.



Run, jump, and grab your way up the ascending walkways, and notice the ammo in the niche below the crack.

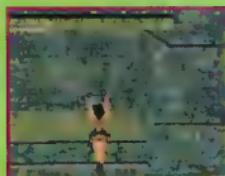


Stand like this and backflip, and Lara will land on the ledge with the ammo.

Tip

The Backflip Trick

The simplest way to reach the ammo on the slightly lower ledge—below the crack in the first Rusty Key room—is the backflip. Put your back to the ammo, stand at the very edge of the walkway, and take one step forward. The lower trajectory of the backflip allows Lara to land on the ledge without bonking her noggin.



Return to the floor by dropping down and grabbing each lower ledge.

Backtrack up the walkways, and this time run, jump, and grab the crack. Shimmy to the right.



Use the slopes to reach floor level in the large chamber, being wary of the lurking crocodiles.



Fend off the big lizards, and check the tunnel in that direction for a rat and his Large Medi Pack.



Climb the ledges along the wall, in the direction of the closed door.



Run off the high platform in the direction of the lower ledge, then grab the crack and shimmy left to the door.



Jump across the pit, then past the spikes to the passage below.



Follow the passage to a sealed door near a pool. Climb the ledges, and don't fall in the water.



Run and jump to the top of the ducts, and throw the switch to open the door below.



When you return to the area near the pool, a henchman attacks! Scare him off and claim the first Silver Key.



Jump in the pool and follow the underwater passage.



Climb ashore at the small pool, and peg any pursuing crocodiles.



Up above the small pool, you can see an underwater-type lever. You'll have to flood this area to use it.



The Dry Lever

You'll have to backtrack to the tall chamber with the underwater-type switch high above once you change the water level. Right now, it's a convenient stop from which to peg crocodiles, but there's nothing you can accomplish just yet. Once the croc takes a float, continue on through the underwater passage.



Follow the underwater passage to the large outer pool. Climb ashore and rid the area of rats and reptiles. Notice the dark area on the right.



Dive down into the shadows of the large pool, and enter the narrow passage. There's ammo in the floor about halfway along.



Swim to the low walkway surrounding the opening with the ramp, and climb the ledges on the left.



From the top of the pillar, you can jump to the nearby landing.



Get those guns out and trade pot-shots with the goon. Be careful not to fall through either of two holes in the floor.



The switch on the wall controls the water level. Go ahead and throw it, but don't dive in.

secret



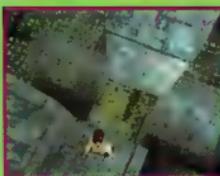
High on the wall, in the dark corner, is the opening to a secret chamber. Climb up the ductwork and see.



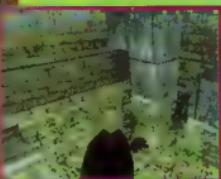
The first box of shells is the easy one: slide down the slope then jump and grab the far ledge to score two more.



Return to the floor—perhaps painfully—and clear the ducts above the switch.



With the switch in the down position, dive into the water and avoid the rats as you seek out an underwater passage.



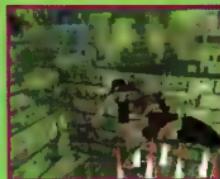
Follow the passage, and angle to the right in the new chamber. Only one low section of the walk allows Lara to climb ashore.



Run and jump across the water to the ledges, and jump and grab from the lowest one to discover another Rusty Key. Follow that path.



Hang and drop into the low tunnel with the rats, then return to the now-flooded outer area. Apply the Rusty Key to the second door.



Step into the pool, and pull back immediately to keep from sticking on the spikes. Swim down the passage.



When you take the Gold Key from the small chamber, the nearby door opens. You need to exit in that direction, although a crocodile occasionally has something to say about it.



Time for a backtrack—through the first Rusty Key door, along the crack in the wall ...



... across the large room, down past the pit with the spikes ...



... and all the way back to that underwater-type lever, which is now submerged. Pull it.



Relieve the rats of their goodies before you swim down through the opened door.



Collect the second Silver Key from the short passage, and return to the flooded outer area.



Climb ashore on the one unexplored island, the one with the ornate portal.



To the left of the first Silver Key door is a movable block.

secret

Push the block aside to reveal a small chamber.



Backflip to the slope, and jump to grab the walkway above to find the stash.



Use the two Silver Keys to open the doors. That's the Gold Key door ahead.



The lock for the Gold Key door is up above, and under guard.



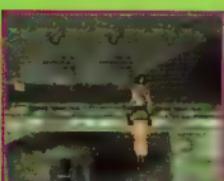
Expect serious lion trouble from the open Gold Key door. Try to soften them up from above.



The switch opens the nearby door, releasing more lions. It's not necessary to throw it.



Pull the movable block out from beside the switch.



Use the block to climb to the upper ledge. Don't overlook the Magnum ammo.



Drop through the hole behind the movable block to put the Cistern behind you.



TOMB OF TIHOCAN

Tomb of Tihocan

3 Secrets

Tomb Raider seems to take a diabolical turn about halfway through the Cisterns, and the Tomb of Tihocan just reinforces that impression. The first Secret is pretty much impossible to find without some kind of psychic ability; the traps are cleverly placed, and the cisterns held and tortured. Should Lara survive the final battle of the Arse, however, another piece of the fabled Aztecian Sun is hers to keep.



Find the secret area floating in the sky well above the Cisterns, between the two rooms.



With some judicious jumping, it's possible to float a secret ledge.

Tomb of Tihocan

Tomb of Tihocan



Pull the vine back to cross the
waterfall.



The watchword! The Axon
down the hall and a crocodile
enters.



If you're lost in the jungle, try
tossing a torch around. It's
useful for illuminating paths
and for scaring off snakes.



Check for捷径, and jump to the
highest positions. Ready to throw
your torch for a moment of fun.



Don't forget to collect the
shells. They're great for
protecting yourself.



Jump over the wooden ledges
before you reach the water. Don't
be afraid to get wet.



Check the map for your
location. You can see
the jungle from here.



Look at the very short and
steep path and plan the route. It
should be easy to climb up
and down the steps.



Watch for the hidden ledges
when you walk.



Push over the block, and use it as
a climb to the upper ledges.



There are two hallways off
the upper ledges. Take the one on
the right. Pistols at the ready.



Combat the block in the doorway
and then move to the other
doorway.



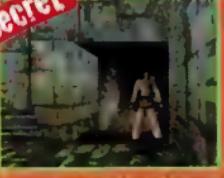
Slow down to the right and the
waterfall will be easier to cross.



Push the block to cross
the water. Use the torch
to light the way.



Slow down to the right and the
waterfall will be easier to cross.
Use the torch to light the way.



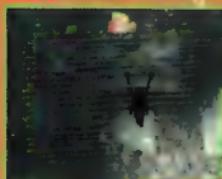
Slow down to the right and the
waterfall will be easier to cross.
Use the torch to light the way.

SECRET

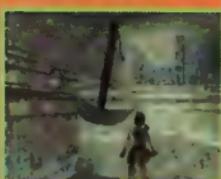


Tomb of Tihocan

31



Move to the lowest platform. Use your hands and push the uppermost layer of the rock down.



Walk to the area with the two vertical walls and the ground lift.



Use your jump pad to land next to the vertical walls. Use the ground lift to move up.



Use the last ground lift to move up. Use the ground lift to move up again. Use the ground lift to move up again.



Follow the rock and jump over the void to the right.



Follow the ledges to the ground lift and return to the area of the crack.



Use your jump pad and land along the surface. At the end of the narrow pool is a passage on the right.



Use the ground lift to move up the water to continue.



Hold the ground lift until you are at the top of the last ledge.



Use the ground lift to move up the last ledge and return to the ground lift.



Use your jump pad to move up to the ground lift and climb to the gorilla platform.



Use the ground lift to move up the last ledge and return to the ground lift.



Hold the ground lift on the last ledge until you are at the top of the last ledge.



Hold the ground lift to move up the last ledge and return to the ground lift.



Use the ground lift to move up the last ledge.



Use the ground lift to move up the last ledge.

secret

Tomb of Tihocan

Tomb of Tihocan



Push the blocks until a path is clear to the doorway and continue down the stone gallery.



Push the blocks from where you last stopped until the doorway.



Push the blocks to the left and across the last set of stairs.



When the door opens, you'll see the stone key is on a stand, guarded by two stone skeletons. Break the small block that will move quickly in the doorway.



Push the blocks back to a set of stairs blocked by skeletons.



Push the blocks around and move into the last set of stairs.



Push the rocks and cross the last set of stairs remaining.



Push the blocks over the last set of stairs, break the stone and push the block off it.



Push the blocks until a path is clear to the doorway and continue down the stone gallery.



Push the blocks until a path is clear to the doorway and continue down the stone gallery.



Push the blocks until a path is clear to the doorway and continue down the stone gallery to the long slope.



Push the blocks until a path is clear to the doorway and continue down the stone gallery to the long slope.



Jump down the long slope, make sure you land on the floor and not the ceiling.



Jump down the long slope, make sure you land on the floor and not the ceiling.



Jump down the long slope, make sure you land on the floor and not the ceiling.

secret



Tomb Raider I

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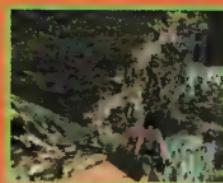
What do you need to do
when facing Tom and his
the croc.



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Drop in and explore the narrow, low-profile flooded limestone passageway leading to the main flooded limestone underwater passage below.



Since it is one of the expenses
you have to pay to the
water, you are paying a lot of money
underwater.



Follow the steps in the box to
make a simple model of a
converging lens.



where is the main path. You can not leave the building and still be in the temporary areas.



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How the Author uses the
text to support the
main idea of the text



CITY OF KHAMOON

3

Secrets

This level begins the first of a two-part set, as the vicinity is used again in the upcoming Obelisk of Khemoon. For that reason, there are some areas you can see but can't yet reach, and you won't fully understand the meaning of some things—like the pillar in the small pool—until the end of the following level.



Traverse the broad cave where the mission begins.



In the area below is a pillar that would let you reach the far ledge, but the pillar is too tall to climb.



In the area below are a movable box, a sealed door, and a switch.



You can jump from the edge of the lower area to grab the switch ledge, then flip the toggle.



Pull out the lower movable box, and check behind it. Use the lower box as a platform for the upper box.



Move the upper box across the lower one and over next to the pillar.



Climb up top, and get out those Magnums to deal with the prowling panther.



From the upper ledge, blast the mummy lurking near the large statue.



Climb up on the leg of the statue, and walk beside its head to the wall.



In a chamber behind the statue await ammo and the Sapphire Key.



Check the pool below the pillar for Magnum ammo.



You can climb up the low ledge in the corner to reach the upper walkway, and run and jump from there to grab the top of the pillar.



Pull out the movable box beneath the large statue, and insert the Sapphire Key into the lock.



Get out those guns in preparation for a panther attack. You'll be safer if you climb the ledges on the right as you exit the passage.



The tunnel continues from the ledge. Be ready for action.



Travel in a straight line so that Lara can backflip while firing at the onrushing beast.



The new area is dominated by a shrine with a cat statue and an overhead rock formation.



Peg the crocodile, and drop down to the sand. You'll see two corridors.



At the end of the right-hand tunnel is a Large Medi Pack, free of charge.



When you investigate the ramp, a boulder drops down. Roll and run and duck off to one side.



Check the dark corner of the large area to the left of the cat shrine.



Jump across the slope to flat ground, and you can clean out the small niche.



The first order of business is to open the doors below the cat statue. You'll have to take a circuitous route.



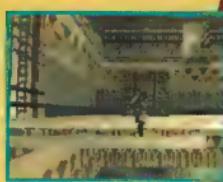
Jump into the small pool, and follow the passage underwater.



Pull the lever on the wall to open the nearby door.



Swim through to the open area, and quickly climb on top of the structure. Dispose of the croc.



Jump up and grab the edge of the low ledge, and pull Lara up to discover a movable box.



Move the box into position on the central walkway.



From the top of the box, you can reach the open portal.



There's a small hole in the ceiling of the chamber, and you'll find a switch to throw in the upper passage.



The switch extends a large golden walkway into the upper portion of the chamber.



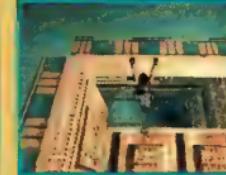
Now push the box around to the opposite side of the room.



From the top of the lower box, you can reach another level of ledges. Push the box aside to open a passage.



The switch in the passage opens the large trapdoors above the golden walkway.



Run and jump to the walkway, then jump from its edge to grab the floor of the room above.



On the side of one low, dark block is a switch to throw.



The trapdoors surrounding the cat statue open. Lara is taking the long way down.



From the left edge of the ledge overlooking the cat statue, run and jump to the rock formation.



Carefully gather the ammo, then walk and slide down the slope to the lower portion of the rocks.

SECRET



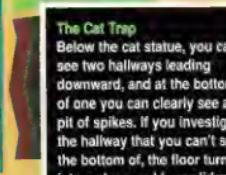
From the outcropping in the direction of the statue, run and jump to the top of the shrine. Collect the goodies and look for the adjacent ledge.



From the cornerpiece on the shrine roof, run and jump to the ledge and collect the ammo.



Drop down below the cat statue. Investigate only the following area, or you'll fall into a nasty trap.



TIP

The Cat Trap

Below the cat statue, you can see two halfways leading downward, and at the bottom of one you can clearly see a pit of spikes. If you investigate the halfway that you can't see the bottom of, the floor turns into a slope and Lara slides toward the spike pit. As long as you don't panic, you can jump from the slope as Lara approaches the pit, and catch a crack in the wall. Shimmy left, and climb up.



There's a hole in the floor near some ammo. That's the proper route out of the area.



On the ledge down below, don't overlook the switch in the shadows.



A hole opens in the floor of the large area, allowing sand to flow.



Grab the ammo behind the statue before you check the large chamber.



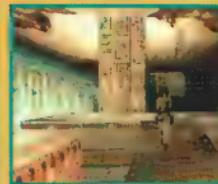
The place is panther central. Be ready to use Medi Packs liberally, and consider the options. You can either get really tricky ...



... or make a run for the high ground: the medium-height pillar across the room. If the panthers pounce too soon, you may have to circle around and try the climb again.



From the low ledge, you can take care of any new arrivals.



Expect more trouble below when you cross the bridge to the platform



Run and jump and grab back to the left of the passage through which you entered.



In the corner behind the statue is a secret box of shells.



Follow the hallway, Shotgun at the ready: there's a mummy ambush dead ahead. You might consider rushing past the mummy into the large open chamber.



Climb up to the low ledge from the sandy floor, and follow the tunnel to an upper chamber.



There's an opening up the slope, but check the pillar first.



Atop the pillar sits another Sapphire Key. Take it and climb the hill to the opening.



Run and jump across the platforms along the right-hand wall to reach the ledge on the left.



Throwing the switch on the ledge redeposits a great deal of sand in the large chamber back across the ledges.



Don't jump directly into the hole, but jump off to the left into the large room.



Hang and drop from the side to avoid the slope below. Throw the switch and make good your escape.

Obelisk of Khhamoon Obelisk of Khhamoon

OBELISK OF KHAMMOON

3 secrets

The object of the Obelisk is to get your hands on four small relics, which you then return to place in the pillar near the City of Khhamoon. The relics are at the end of four upper pathways leading to the Obelisk. Seems simple enough. Lowering the four planks that allow Lara to grab the relics, however, involves a bit of a trek.



Investigate the short tunnel, climbing from the slope to the ledge on the left.



The locked door leads directly to a low pool surrounding the Obelisk.



In the large adjacent chamber, four moveable blocks seal four corners.



Behind the two on the right waits another trouble with little reward.



Behind the two on the left are what amount to passageways.



Jump in the small pool, and swim through the underwater passage.



Climb atop the structure, and take care of business before exploring the many nooks and crannies.



In one corner, look for the Sapphire Key.



Swim back to the chamber with the movable boxes, and check the other passageway.



Down below, a single panther pawed near a switch. The switch opens a small chamber up above.



If you jump across the hole in the floor of the small chamber, you can claim the ammo before returning to the room below.



Insert the key into the lock in the hallway.



The poolside door opens, as does the upper portal in the movable block room.



Use a convenient block to reach the door: you'll get to the pool room soon enough.



Through the upper door, a mummy lurks. Whip out the Shotgun, and watch the health meter.



The ornate chamber features a switch beside the pillar on the left.



Flip the switch, then circle around inside the ornate chamber, and the pillar on the right.



There's one first fallen drawbridge and the first relic, the Eye of Horus.



When you pick up the Eye of Horus, you get a flash of the sealed door below the Obelisk.



Drop down to the pool, and cross the animal traps and traps the water.



There's a hallway leading off the right-hand alcove near the pool.



Drop down to the red spot below, but don't run blindly into the room.



Move and pick the panthers from the safety of the entryway.



Lara faces a long climb in the tall chamber.

TIP

The Climb

In the tall chamber with many ledges, Lara has quite a bit of climbing to do before she can reach a level near the top of the Obelisk. None of the jumps are too crazy, however, so just be methodical about it: walk to the edge of each platform, and manipulate the camera view to get a good sense of each distance.

Obelisk of Khemu Obelisk of Khemu



Double back along the wall where you begin climbing to reach the upper ledge. Use the panthers in the pictures for reference.



Eventually, you can grab the small platform on the same level as the Large Medi Pack.



Take the Large Medi Pack from the ledge, and read the next caption and the nearby tip before making any rash moves.



Do not go down there. Just don't do it.

TIP

Thanks for Nothing

If you go down through either of the openings on the ledge with the Large Medi Pack, you enter a small chamber with a couple of zombies and no pickups. After they slap you around for a while and you use up some valuable ammo (and perhaps that Large Medi Pack?) you get to redo all the lovely climbing of the ledges in the large adjacent chamber. The exit from the zombie room is back at floor level. One more time: Just don't do it.



So, prudently advised, you continue up the ledges. Note the panthers below.



Finally, you can run, jump, and grab the walkway above the ledge where that Large Medi Pack rested previously.



Pull Lara up to the walkway near the switch, and whip out the heavy artillery. Head up the stairs on the right ready for the zombie.



You'll take a beating charging the zombie, but you can't afford to stand on the walkway because he'll knock you back into the deep chamber.



There is nothing of immediate interest in the zombie's room. Later, you'll open the door from the other side.



Return to the switch on the walkway below the wide stairs.



Throwing the switch lowers another plank in the direction of a relic.



Before you head down to the prize, venture through the row of columns and check the top of the Obelisk.



Run, jump, and grab from the walkway near the columns, and Lara alights atop the Obelisk.



From the top of the Obelisk as Lara lands, look down low and to the left. There's another Secret behind that ornament.

SECRET

Obelisk of Khemu

secret



Run and jump and grab from the top of the Obelisk, and Lara uncovers more goodies.



From the last Secret, hop down to the walkway near the fence, and Lara finds her a doorway.



Enter the large chamber, and look high and to the left.



Use the cracks to shadow along the upper portion of the wall.



Near the corner of the room, Lara can jump up and grab a walkway.



The small hall holds a secret stash.



Continue a short distance along the upper walkway, and look down for a crack in the wall.



Climb down to the track, and shimmy right.



From the corner of the room, you can spy a passage below the entrance ledge. A nearby crack leads to a corner platform.



From the corner in the large chamber, run, jump, and grab to reach the ledge below the entrance. Throw the switch in the small area.



Another plank falls back near the Obelisk. The trip back can be painful if you're not prepared.



When you hit the floor in the large chamber, a pair of zombie arrows. If you run and jump from the ledge and keep running, you can safely climb to safety.



The Scarab is yours for the taking. There's also that plank that you switched from high above.



Throw the switch on the wall, and continue around the perimeter walkway, being mindful of a gap in the path up ahead.



Hop the gap and gather the Soul of Amasis.



Backtrack across the gap and enter the doorway in the wall.

Obelisk of Khemu

42 Obelisk of Khemwan



A large chamber has a long ramp leading up and a huge set of "stairs" that Lara can climb. Head up.



From the top of the huge "stairs," run, jump, and grab the crack, shimmy right to the platform.



Throw the switch in the small chamber.



Go just outside the switch chamber and look to the right to discover a new set of steps.



Climb the new set of steps to an opening in the ceiling. A mummy



Pop up and hammer the bandage key, and throw the switches.



The final plank—the Ankh plank, in fact—falls near the Obelisk.



The switch near the door opens that portal, which leads to the familiar wide stairway. Instead of going this way, backtrack down the huge steps.



At the bottom of the huge steps, leap across to the ledge; don't let all the sand fall to the floor.



You can make your way down to floor level and collect ammo in exchange for panther trouble. The switch reconfigures the "stairs."



Make your way back up to this ledge, perhaps noticing the Shallow shells beneath the stairs.



Exit to the Obelisk room, and take the last of the four relics.



With all four relics in Lara's possession, the door at the base of the Obelisk opens. Get a good breath if you want to grab the pickup.



At the far end of the long passage, a zombie prowls poolside. Get out on the far shore, and you should...

Obelisk of Khaimon



Collect the ammo from the ledge near the pool, and follow the passage to an adjoining chamber. Exit to the right.



Back near the beginning of the City of Khaimon level, place the four small relics in the corresponding pillar plates.



When all four relics are placed, the nearby double doors open, allowing Lara to take her leave.



Sanctuary of the Scion

SANCTUARY OF THE SCION



The Sanctuary of the Scion features probably the most grueling of the game's climbing excursions, as Lara explores the huge cavern surrounding a gigantic sphinx statue. The single Secret of the level is the game's final set of weapons: The awesome Uzi. You'll need them to fend off the winged demons that arrive to challenge your climbing.



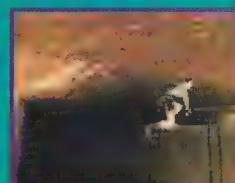
The level begins in a broad passageway facing a wide staircase. Be ready for action.



Jump back and forth to prevent the summates heading down toward you, and check the area.



Go up the narrow stairs above and beyond the others.



In the short staircase, collect the bag and climb the blocks near the high stairs.



You need to climb back up the wall before it's worth your while to climb the sphinx. As you face the back of the head of the sphinx, look to



the down the gentle slope of the sphinx to the area below, and get into those guns.



Watch the demons as they climb your ledge, and collect the ready-made UZI's.



On the right, as you look toward the high stairs, are several ledges to



From a low pillar near the wall, you can begin to climb upward.



You need to reach the long rock walkway extending out into space. Run and jump to the pillar below its tip.



Up above, roll through the trap and continue down the path. Watch out for a break in the walkway!



Throw the switch on the wall, then roll and whip out those Magnums.

TIP

Winged Nightmares

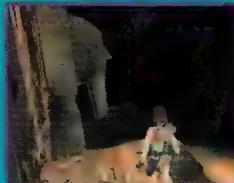
The flying demons that appear to deter Lara's quest are tough little buggers, and fighting them is complicated by the fact that our heroine is standing on a narrow ledge at a dangerous height. Try walking to the edge of the ledge in the direction of the demon, so that Lara can target it sooner, and then hopping backward as you fire and the monster approaches. It'll try to get behind you, so the sooner you get Lara's back to the wall, the better, but you need that extra target time. It's bound to close the gap and beat on Lara a bit, but the Magnum will soon settle the score and the Uzis are just ahead.



The switch opens a door on the far side of the sphinx ...



... and throwing it also invites the first of the winged demons to Lara's party.



Upon the demon's demise, jump over to the Large Medi Pack. You can hang off the far side of that ledge and drop to return to the ground.



From the front of the sphinx, look to the low, light-colored pillar to begin climbing.



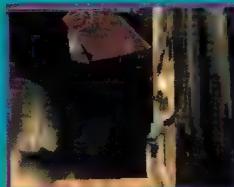
When you run out of pillars to jump to, moving in the direction of that first switch, grab the crack and shimmy right.



Climb to the upper walkway and spy a distant switch. Watch for breaks in the path!



The switch at the end of the path ...



... is the secret door near where you slid from the back of the sphinx.



When the demon is dust, run and jump at a slight angle, just beyond the switch, to the nearby ledge.



Run, jump, and grab to reach the upper platforms. From there, get to the next of the upper ledges.

Sanctuary of the Scion



The Uzis
Lara's high-end weapons, the dueling Uzis, rest on a small, invisible platform some-what near the sphinx's head. To get the guns, you have to make a leap of faith from the cavern wall and clutch the edge of a transparent ledge. The Uzis are, of course, ideal for battling huge winged demons, as you very quickly have occasion to learn. Do hold down the walk button as you unload some of Lara's clip collection on the guardian demons, as the platform is one small square.



From the invisible platform, another that leads toward the sphinx, you can spy the Uzis in midair.



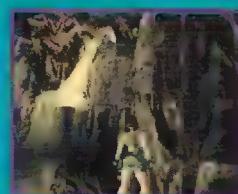
Run, jump, and grab toward the guns, and Lara will clutch the edge of an invisible platform. Climb up and grab the Uzis.



By this time, two Atlaeans have arrived on the platform, so don't close the gap like you used to.



From the invisible Uzi platform, run, jump, and grab back to the walkway protruding from the cavern wall.



Continue along the cavern wall, and you'll spy a well-lit opening above. That's the portal you unsealed with the first switch.



When the horseman gallops off into eternity, Lara is free to claim the first of the two Anhks.



Having said that, you can now leave below as you return to the back of the sphinx.



In the small chamber, circle to the right and push out the box.



Use the box to climb to the upper ledge and trade shots with the Atlaean in the adjacent chamber.

Slide down the same spot where you slid down the first time, and you'll discover the door you opened with the second switch.



Inside the room, a slope leads down to the water.

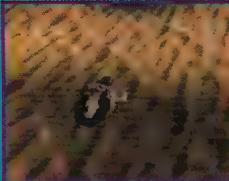




Slide backward down the slope and grab the edge of the ledge. Shimmy left to the platform.



There's another long slope in the adjacent area. Slide down and into the water.



In the pool below the bridge is a Gold Key. Take it, and return to the area above the second slope.



Slide and jump from the very bottom of the long slope, and Lara can grab the edge of the bridge.



At one end of the bridge is a sealed door. At the other end is the lock opened by the Gold Key.



Be prepared to take some damage fighting on the narrow bridge. A little of the Uzis might end the battle quickly.



In the chamber where the horseman waited is the second of the Ankh.



Return to the large sphinx statue in the cavern. As you face it, Lara can climb the right paw to reach the back.



There are plates for the Ankh on the front and back of the statue's head.



When both of the Ankh are placed, the door between the sphinx's paws opens. Hang and drop down.



In the water below are two submerged statues. Don't bother with pickups right now: swim down to the right.



Near the feet of the submerged statue on the right is a tunnel. Near the door, on the right, is a lever to pull.



The current sucks Lara into another chamber. Climb ashore and scale the pillars to the walkway above.



Follow the walkway to the cavern and dispose of the winged demon waiting up ahead.



The water level in the statue chamber has lowered, allowing Lara to easily gather pickups and throw the switch on the right-hand statue.



The switch opens a tunnel near the paws of the left-hand statue. Swim down.

Sanctuary of the Scion Sanctuary of the Scion



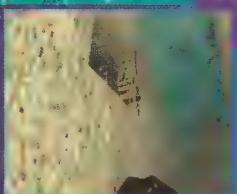
Push the metal door to the left to release the cage. Enter the room.



Take the shotgun and pistol and Lara must do both before leaving the room.



The Scion has to find a way over the gate on the opposite side of the room.



Follow the hallway and look high and left for an opening Lara can break.



Notify the cowboy in the large chamber. There's plenty of room to move.



Another look at the Scion looks for a pedestal nearby. Taking a look at the floor.



NATLA'S MINES

3 secrets

Stripped of her weaponry by the evil Natla, Lara must pursue the enemy despite her lack of self-defense. The first part of Natla's Mines focuses on Lara getting her Pistols back in hand, after which she can at least give some account of herself in a gunfight. The rest of the weapons reappear in short order. This leads to an important point: lean on the Magnums as much as possible in this level. Conserve the Shotgun shells for an upcoming battle, and you'll be glad you did.



Swim through the passage and surface in the pool. Check behind the waterfall to discover a tunnel.



Follow the tunnel behind the falls, and look to the left when it broadens. Throw the switch.



The switch opens a passage back on the shore opposite the falls.



Backtrack through the pool below the falls and explore the pathway past the boxes.



A mine shaft is blocked by an ore cart. Look to the left.



Pull the movable block out of the rock pile and explore the tunnel.



The switch in the tunnel opens another gate—back behind the waterfall.



Double back to the path behind the falls, and head up the passage past the first switch.



Run and jump to the landing with the hazard barriers. Follow the path there.



In the open area, a small room is suspended from a crane. Therein wait the Pistols.



Near the suspended room is a control panel. It takes three Fuses to lower the room.



In an adjacent cavern are two structures: a movable box, and a gateway. A passage begins off to the left.



Move the box over under the hole in the ceiling.



Run and jump to the top of the nearby structure, which has a collapsible section in its roof.



Drop into the structure and follow the tunnel. In a niche on the right is a switch. Throwing this switch repositions the boat near the falls.



Follow the tunnel, hanging and dropping to the top of the box. Check the closed gate, which opens as you approach.



Inside is a set of hazardous hurdles. The idea is to run and jump the hurdles without error, then duck off to the right at the end of the run.



If you can make it flawlessly over the obstacles, you have just enough time to enter a short hallway on the right before a boulder seals the portal.



In the short hallway is the first of the three Fuses.



Watch your step as you follow the tunnels, as a boulder rolls down each slope.



Eventually, you return to the hurdles. Climb to the walkway to discover a passage back to the outside area.



First Fuse in hand, head back to the boat near the falls. Climb aboard and jump from there to the shore.



Pull out the dirty box in the room full of boxes.

TIP

Racing the Boulder

The little row of hurdles is one of those merciless exercises that really shouldn't be so hard. As you make the run, remember that it's better to jump early rather than late—although you don't want to drop into any low points in the path. Imagine that you want to jump a step or two more than a square sector away from each obstacle to give Lara time to get some height. If you screw up the run and don't get flattened, climb up the same long slope the boulder rolls down. You'll find a passage that lets you drop back outside the gate. Reenter and the obstacle will have reset.



Push the first box into the small niche on the left, then pull out the second box and pull it over to the right.



Throw the switch behind the boxes, and then head back to the mine with the ore cart.



The ore cart has moved from the mouth of the mine, allowing Lara access.



Push the box in the mine shaft through to the small cave.



Use the box to climb to the short upper hallway and throw the switch.



The switch opens a gateway back near the hurdle puzzle.



Continue in the mine shaft a short distance and it opens into a cave. Go just far enough to pick up the second Fuse, then backtrack.

TIP

Enemy Mine Shaft

Pass the small cave in the mine shaft where you climb up and throw the switch, the shaft opens into a large cavern. The second Fuse sits on the ground near where Lara enters. You can pick up the Fuse and return to the mine without attracting unwanted attention. However, should you venture any farther into the large cave, one of Nata's thugs shows up, and he's not merciful, in spite of the fact that Lara is unarmed. If you trigger him inadvertently, jam back up the mine tunnel, and continue running back toward the falls. Hopefully he'll lose interest.



Head back up the trail behind the waterfall.



To the left of the house, on the left, is the passage that was opened by the switch in the mine.



The third Fuse sits on the conveyor belt. The switch to operate the belt is through the opened gate.



Throw the switch and collect the third Fuse from the end of the conveyor belt.



Insert all three Fuses in the control panel near the suspended room.



Inside the lowered room wait the Pistols.



Climb on top of the small structure and look on the side opposite the door for a passage high on the rock wall.



Just inside the passage is another tunnel, high and on the right.



In the short upper passage, walk to the edge of the slope.



Step onto the slope and jump as Lara begins to slide. There's a trapdoor below that has opened above a lava pit.



Jump back and forth for several seconds, and the trapdoor closes up. Stand on it and grab the ledge above.



Raid the chamber and throw the switch to open the exit.



Pistols in hand, backtrack to the cave where you found the Fuse on the ground. Stick it to the cowboy, and reclaim the Magnums from his fallen form.



In the large lava tunnel, you can see a switch in the distance.



Hang from the small ledge, then drop and grab the edge of the platform below.



Shimmy to the right along the lava flow.



Run and jump from here to the distant platform near the red crack in the wall.



Run, jump, and grab the red crack in the wall and shimmy right to the landing.



Slide down the slope and follow the passage.



You'll have to run and jump across the lava to the flat rock on the left.



Continue along the tops of the pillars in the lava cave, stopping on a central rock to look to the right.



Run and jump from the central rock to the opening in the wall of the cave, and immediately push in the movable box.



A boulder comes rolling down to seal the path—or smash Lara if you're slow to react.



Move the box in the small chamber and climb up through the hole in the ceiling.



There are goodies in the immediate area, but check the long passage first.



The long passage provides Lara with a way to get on the other side of the boulder and claim the Shotgun off the tracks.



Once you've taken all the prizes, a hole in the ceiling lets Lara bypass the boulder and return to the lava cave.



Follow the flat pillars to the end of the area and continue down the passage.



Jump and grab across the molten floor and follow the tunnel.



The tunnel opens into a small cave full of TNT boxes.



Pull the dirty TNT box into the adjoining chamber.



Stand on top of the box so you can jump to an opening in the rock wall.



Follow the pathway to a lava pit. You can jump to the slope on the right without slipping into oblivion.



From off to one side, let the boulder roll down the hallway and into the pit, then run and jump across.



The path leads to the switch in the lava cave that you noticed so long ago. Throw it.



The switch detonates the TNT box. Lara stood on back in the small cave. The explosion opens a hole in the wall.



Follow the short tunnel to the room of the white pillars. Get out those Magnums.



The kid on the skateboard has stumbled upon Lara's Uzis.



If you can get the skateboarder to reverse direction away from Lara, run him down before he can turn and shoot. Reclaim the Uzis.



There's ammo scattered around the white pillars, and there's a pool that's filled with water, not lava.

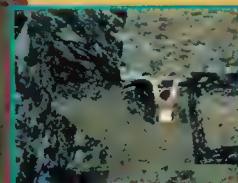
secret



Dive down into the pool of water near the white pillars and raid the secret room. Backtrack.



Follow the passage up from the room with white pillars, ready to evade rolling boulders. There's one last rock at the top of the run, coming from the left.



Climb the ledges in the cavernous chamber.



Climb into the tan room and push the block through to another chamber.



Climb to the upper chamber to discover another movable box.



Pull the second box out.



Push the second box to one side.



A gold door is revealed. Now you need to find the switch to open it.



Drop down to the area below.



Pull the block out. That will allow you to return and push the very first block one more time.



When you return and push in the first block, a short hall is revealed. Throw the switch near the second gold door.



Ignore the trick door at the end of the passage through the first gold door. Throw the switch on the wall to the left.



Back upstairs, the second gold door has opened.



Another cowboy stands between Lara and the end of the level.



When the bad guy kisses the gravel, climb the ledge above the pyramid door.



Jump along the flat spaces in the pyramid's slope.



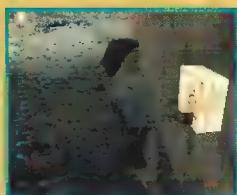
Slide down near the wall to reach a flat landing near a passageway.



Throw the switch in the short passage and another gold door opens back near the place where you entered the large cavern.



Inside the opened chamber are a Large Medi Pack and the Pyramid Key.



Insert the Pyramid Key into the lock and put Nata's Mines behind you.



ATLANTIS

As *Tomb Raider* builds to its final battle, the enemies come fast and furious. Now's the time to use those Uzis almost exclusively, unloading ammo in large amounts at almost every turn. Hopefully, you have plenty, but there are also big bunches of clips almost everywhere you turn, and there's another huge stash to begin the final level with. Remember to hoard those Shotgun shells: your hour of greatest need is fast approaching. Right now, it's high time to thin out Nata's mutant hoard of Atlanteans.

3 Secrets



Get out those Uzis and approach the first egg chamber. The eggs explode to release enemies.

Atlantis



Try to coax open each pod one at a time. Leap back and forth to take care of business.



Some of the eggs remain intact for the time being. Check the far end of the chamber.



To the left of the door is an open passage.



Follow the hallway up to the ledges above the eggs.



Watch out for the flying demon that breaks free below.



At the far end of the upper area, on the right, is a switch. Throw this to open another small alcove nearby with a second switch.



The second switch opens a hallway off of the upper ledge. Watch your back for arriving Atlanteans.



In the hallway is a switch that opens the door on the ground floor of the egg chamber.



Get out those Uzis and check the huge central chamber of the level.



Look up as you enter and Uzi the demon into submission.



Off to the right you can see an open passage, but there's a route that's easier than the direct one.



Hang from the ledge, then drop and grab the platform below.



Clean out the short tunnel and follow it to the connecting hallway.



You need to open the door before you jump over to the walkway.



Look to the right, then jump and grab the crack. Drop and grab the opening below.



Throw the switch in the hallway to open the portal above the eggs.

secret



Follow the pathway, collect the amino, and drop back down to the ledge above the egg.



The egg breaks open when you run and jump to the walkway. Don't let the mutant circle behind you: retreat into the hallway as needed.



Follow the passage to the chamber with the slope and the pool.



Under the water is the switch that opens the sealed door for a short time.



From the top of the pillar, you can jump to the flat places on the slope. The first time you do, you'll have to dodge a rolling boulder.



Don't worry about the door closing the first time. This is just a dry run.



There are lightly shaded flat spots leading up to the high right corner of the slope.



secret
In the upper right-hand corner of the tall slope is a small, secret room. Slide back down to the water.



Now pull the switch, and move fast to traverse the steep slope by way of the flat spaces.



From a nearby flat space, jump in the direction of the rock wall and slide down to the landing in front of the timed door.



Believe it or not, you need to fill this room with lava.



Jump up and grab the walkway from the floor, then throw the switch on the wall.



The exit to the room opens back near the entrance. Run and jump along the ledges to the small chamber.



Throw the switch in the small chamber to fill the room with lava. Backtrack along the same ledges you used to reach the switch.



The room is full of lava, but an exit has opened.



Run, jump, and grab the low section of the walkway, then head for the exit.



Follow the passage, leaping across the hazardous pit.



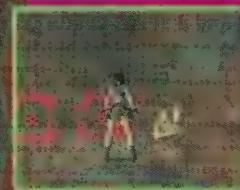
Swim down and pull the switch to open the nearby door.



When you step out onto the ledge, the trap activates behind you and a demon dives from above.



Cut loose with the Uzis, and keep the walk button held down as you unload.



Jump from the initial ledge to the one nearby, then follow the passage there.



Swim up to the ledges in another egg chamber.



The switches around the room unseal the underwater passage.



Travel around the room, throwing each switch and defending yourself.



Grab the Small Medi Pack from the pool. Continue through the opened passage.



Climb out of the water and follow the passageway.



Stop at this juncture and throw the switch.



The nearby door opens and the ground begins to shake.



A boulder rolls down and seals off the exit route.



Move the block over to the end of the boulder ramp.



Exit through the red hallway. Circle around to throw the switch near the door once more.



Now when you enter the room, the block stops the boulder from sealing the passage.



Follow the hallway and mutate some more mutants.



Run and jump across the ledge to the flat red section.



Collect the ammo and follow the tunnel to a strangely spinal cavern.



Grab the ammo and be ready for a demon attack.



From the ledge to the left of the entrance, you can jump to the small square platform.



Time to unload some more Uzi ammo.



Jump to the light-colored section of spine and blast the mutants lurking off to the left.



On the far side of the chamber are a pathway and a switch.



Throw the switch and move the box at the far end of the path to reveal a



Roll through the trap and return to the spine room.



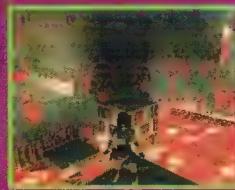
Jump off to the ledge on the right, where the Atlanteans lurked moments ago.



Look sharp for incoming demons back in the huge main chamber.



Continue to a room of lava and pillars. Run and jump to the corner platform on the left, then throw the switch.



The pillars reconfigure. Now you can make it to the central opening and throw the switch in that short hallway.



The second rearrangement lets you traverse the pillar tops to the room's exit.



Follow the tunnel. The plain square in this short section of tunnel is the key to an upcoming Secret.



Step into the wide tunnel and cut loose on the trio of freaks. Backflipping and weaving while running forward helps a bit.

If you step on the undecorated square in the short hallway below and then run up the tunnel where the three freaks waited, you'll see that a secret room has opened on the right.

Follow the passage to the switch near the lava flow. Be ready to run in the opposite direction from the lava when you throw the switch.

Jump up and grab the ledge as the lava fills the passage below. Pull Lara up.



Fight your way through the wide, ornate tunnel. Need we say "Uzis"?

Before you dodge the darts and roll through the steel jaws, coax out the boulder by stepping onto the ramp and hopping back off.

Continue to the large ornate chamber.

Look to the left as you enter. Push the block through.

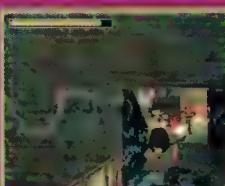


In the adjacent area, two trapdoors sit near a sealed portal. Throw the switch on the left and let Lara fall.

Jump from the slope to make it across the spiked pit. Continue up the passage.

Climb the ledges, pausing to throw the switch. Return to the now-opened door in the ornate chamber.

Follow the passage to another small egg hatchery.



Stay mobile as the distant egg explodes. Throw the switch on the wall to open the exit. The other eggs open when you step to the ramp.

Down the slope, dispose of the mutants, but try not to target the slender Atlantean.

The slender red mutant mirrors Lara's every move, including attacks.

Climb the rocks to reach the ledge with the switch.



Throwing the switch opens the trapdoor to a lava pit, but only for a short while.



Quickly cross to the ledge on the far side of the room. The Atlantean Lava mirrors your steps, but in the safety of the lava pit.



Lead the monster into the open pit and the door nearby opens. Follow the passage this at the rear.



Blast the Atlantean horseman. If he goes into attack mode, you'll have to get moving.



Across the large chamber is a sealed door.



Two switches open the door. The first is on the right, but you may want to grab ammo from near the door or the left before throwing the switch.



Throw the first switch, which opens the door, then hustle around and throw the second.



Cross the temporary bridge over the Scion chamber.



Natla makes her plans known, but this isn't the final confrontation... and just yet.



THE GREAT PYRAMID

3 secrets

You have one last level to get through, this one beginning and ending with a big battle. The first confrontation is against Natla's king beast, an Atlantean of immense stature. The creature is extremely dangerous, although it is slow to chase Lara down. Now is the time for using the Shotgun. The creature's size means that it takes the full effect of any Shotgun blast, and that turns out to be a bit better than spraying it with umpteen Uzi clips. Watch your step near the edge of the large battle area, pump off three or four Shotgun blasts, then circle around the beast. Roll and fire again. Repeat

The Great Pyramid



Get out the 12-gauge and go to work. If the creature can get close, it'll grab Lara and kill her with a single attack.



Keep up the assault. When the monster folds and explodes, you can collect a ton of Uzi clips from the area before continuing.



Follow the passage past the movable block. Leave the block alone.



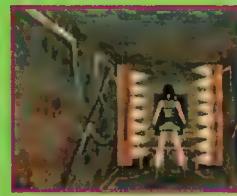
The passage wraps around to the other side of the block. Push the block, walk back around, and climb on top of it.



From the top of the block, you can jump and grab the edge of the upper passage.



Roll through these jaws as with any other such obstacle, but jump backward after the roll before the floor can collapse.



You may take some damage, but simply surviving that little trick is an accomplishment.



Follow the passage to the juncture and hang a right.



Head down the white-walled tunnel.



Push the box and then double back.



From the opposite side, pull the box, then run back around through the white hall and push the box into the final position.



Positioning the box allows you to double back and reach the switch, which opens the nearby door.



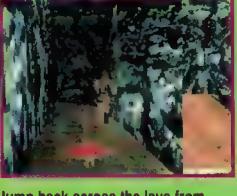
Across from the entrance to the room with the lava stream, you can see an unreachable passage.



Jump back and forth across the lava, using the flatter portions of the slopes.



At this point, look back in the direction of the unreachable passage. You'll see that a bridge has extended.



Jump back across the lava from side to side. Cross the extended bridge.



secret



Raid the small chamber and notice the switch: the bridge has retracted behind you.



To lock the bridge into escape position, you need to throw the switch in the Secret area twice!



Jump back to the walkway near the slopes. Hop the lava to the room's exit.



Follow the passage in the dark corner of the room with the lava stream.



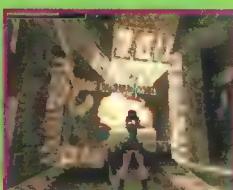
Be on guard for boulders in the passage ahead.



Roll and run, ducking off to the right to let the boulder in the first hall find its niche.



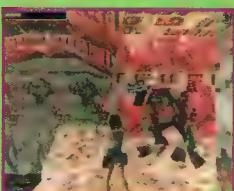
Break open the flooring—roll onto it and run off as it falls—then hang and drop to the area below.



Back in the room where the Scion is being used for Natla's evil purposes, blast the relic to bring the house down.



The nearby door opens. It's time to heat up those Uzis again.



Cross the bridge and batter the mutants.



Through the floor of the cavern, in the black rock, is an opening. Drop through.



Run, jump, and grab the crack, then shimmy to the right.



Lara is bound to take a few dart hits en route, but she'll be OK. The dismount, however, is a killer.



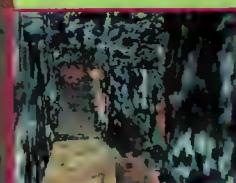
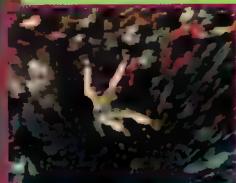
When you let go of the crack, jump as Lara slides down the slope to reach the flat rock near the exit.



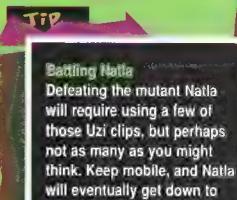
In the chamber with the huge blade, approach from off to the right, as shown.



With all the rumbling, it's hard to realize that a boulder has been released.



The Great Pyramid The Great Pyramid



TIP

Battling Natta

Defeating the mutant Natta will require using a few of those Uzi clips, but perhaps not as many as you might think. Keep mobile, and Natta will eventually get down to your level. That's better than trying to shoot her when she's hovering high above. Natta's big trick is playing possum—she'll get back up after feigning defeat and lying still for a few moments. Of course, when you know this is coming, you're not nearly as likely to go wandering off (although there are more Uzi clips in a nearby hallway).



The Great Pyramid

The Great Pyramid



Behind the large rock pile, Lara can begin her climb to the level's exit.

Follow the passages and pillars back and forth across the rumbling cavern. Make sure you're at full health, just in case.



Finally, Lara can reach a wide tunnel high above the ground.

Slide down the slope, and the first adventure of Lara Croft is history.

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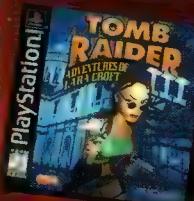
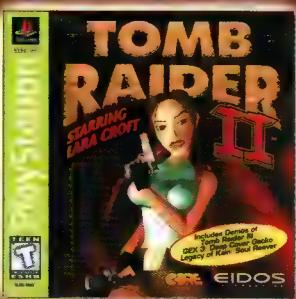
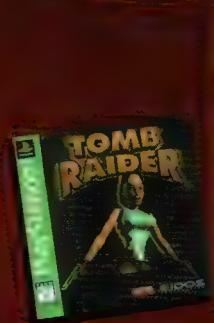
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Tomb Raider II®

Prima's Official Strategy Guide

Kid Wit

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Contents

A Brief History
The Great Wall
Mysteries
Burke's Wood
Open House
Old Masters
Dedication
A Day in
Hell
The Last of the Maria Dolores
I
The Last of the
Tibetan Book
The Living Monastery
Catacombs of the Talley
ka Palace
Temple of Xan
Housing Islands
The Dragon's Lair and Beyond

A BRIEF INTRODUCTION

As with the flip side of this book, this end is all about walkthrough. Specific strategies for every situation are built into each walkthrough—lovingly woven into each and every caption.

the edge, then hop back once. That's the correct distance to jump from the ledge ahead. Also, note that in *Tomb Raider II*, there are three small dragon statuettes hidden in each level. When you find all three, Lara receives the "Secret Bonus" mentioned at the beginning of each level. Unless you find all three, Lara gets zipped. Luckily, we know where to look.

Of course, you've got to be able to move Lara with a certain amount of proficiency to perform some of the stunts required in the game. If you're having trouble with a specific movement or need a crash course in the basics, check out Lara's Home. Through the snapshot in the menu ring, you can have the run of Lara's mansion and the training equipment that helped make her what she is today.

When it comes to combat, the general rule of thumb is to use the Pistols whenever possible—when Lara has some height advantage that keeps her out of immediate danger. Stockpile the best ammo for those situations when the combat is toughest. When it comes to fighting foes underwater, try not to do it. Life is hard enough. If you can get ashore and shoot from there, do so. If you're fighting underwater, don't go so deep that you can't get a quick breath when you realize you need one. And if the Harpoon Gun stops firing, it's because you need to take your finger off the trigger to reload.

Don't be shy about using a Medi Pack once in a while. Many of the enemies in *Tomb Raider II* are heavily armed, and being tricky won't always save you from a barrage of automatic weapon fire. Finally, take some time to check out the scenery. There's some waaay-cool stuff here that it would be a shame to rush past.

THE GREAT WALL

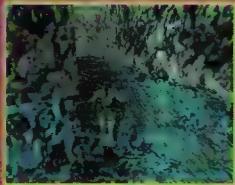
Secret Bonus:

Grenade Launcher, Grenades, Small Medi Pack

The area of The Great Wall is a demanding first level, more in terms of the traps than the combat. The tigers are tough, but with only a few exceptions, Lara can keep a safe distance from them. Don't get discouraged if the hallway traps give you fits: they demand a level of skill that a beginner might consider unreasonable. If you need some extra work controlling our heroine, perhaps a quick trip to the training area of Lara's home is in order.



Keep moving straight forward as the copter leaves.



Hang a right and wade into the small pool as a tiger sneaks up from behind. Round the rock on the left.



Grab the top of the tall rock and pull up to the path. Cap the kitty.



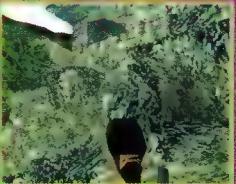
Follow the upper pathway. Pull up and reverse direction, then run, jump, and grab the ledge behind to continue.



There's a small gap where Lara can jump to another short section of trail as a second tiger appears below.



Collect the Stone Dragon from the ledge and double back to continue climbing the rocks.



Climb as far as you can up the rocks on Lara's right before running and jumping to the ledge below the high opening.



Jump and grab the ledge below the opening and enter the dark chamber. Drop through the trapdoor to the pool below.



Climb out of the pool, and run, jump, and grab the ledge with the switch.



The switch opens the door to a broad section on top of the wall. Get those guns out and dispose of the three crows.



Once the birds have fallen, check the broken portion of the wall.



Slide into the pool below the wall and check the underwater cave. Collect the Guardhouse Key.



Climb ashore on the small greenish rock, and be ready to dispose of another tiger. You can jump back into the pool for safety.



Climb the small pile of greenish rock near the wall and jump up to the tallest portion. Jump and grab the wall above.



Insert the Guardhouse Key into the lock and get those guns out.



Put a dent in the local spider population, then climb the ladder when Lara runs out of targets.



Up the ladder, splat one last bug and gather the Rusty Key. Apply it to the lock below.



Follow the tunnel. When the three spiders drop from the ceiling, another has also fallen into the tunnel behind Lara.



Roll and charge back down the tunnel to dispose of the sneaky spider; then roll again and deal with the three that dropped from the ceiling.



Collect the Shotgun shells and the Large Medi Pack and pull the block. Slide down the slope.



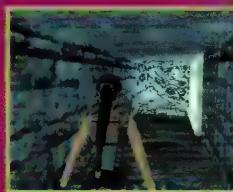
Below the slope is a water-filled room. Look to the left to spy a crack in the wall.



Wade over and jump to the crack, then shimmy right to avoid the razor disks. Drop down into the far corner of the pool.



Surface in the corner of the pool near the passageway and pull up from there to avoid the disks.



In the hallway, run forward across the collapsible flooring and hang right in the hall.



Hug the left-hand side of the tunnel as large boulders roll down from behind you.



Up ahead is a pit of spikes, and just beyond that is a short slope. Jump to the slope, then let Lara slide and fall to the tunnel below.



Immediately upon landing in the tunnel below the slope, jump one to the left.



As long as you hit the slope and drop directly to the lower tunnel, a left jump should land Lara on a pile of AP ammo. Pick it up quickly.

The Great Wall



From the pile of AP ammo, run forward and jump to grab the ledge above. Pull up into the passage as the spikes close in.



In the new tunnel, blades swing across the floor at ankle level, and several panels in the floor are collapsible.



Stick to the right-hand side of the hall and jump the blades. When you jump the last trap, lean to the left into the new passage.



If you lean left as you hop the last blade, Lara lands relatively close to the Jade Dragon. You have only a second to scoop it up.



Hug the right-hand side of the passage past the Jade Dragon, and the spikes stop short of doing you any harm. Turn and slide backward down the slope.



Grab the ledge at the bottom of the short slope and drop straight down. Immediately jump to the right.



Jumping to the right in the area below lets Lara fall through a collapsible section of floor before another wall of spikes closes in.



Creep up and collect the Small Med Pack, then run from the left-hand side of the chamber, past the rolling blades.



Hang a right in the new area, and look around that corner for a pair of spiders.



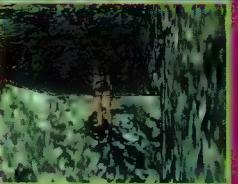
More spiders drop from the ceiling when you investigate near the rope slider.



Before you grab the rope slider, note the crack in the wall down below.



Drop down to the green rock in the corner, then jump and grab the crack. Shimmy to the right.



Pull up into the cave, and follow the passage past a pack of Flares.



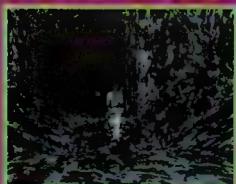
Pop a Flare, then climb the short section of ladder over to the longer ladder.



Climb down the long ladder to the dark tunnel below.



When you investigate the valley floor, a T-Rex comes out to play. Retreat to the tunnel to chip away at the monster.



At the far, dark end of the valley, Moor waits the Gold Dragon. Another T-Rex appears behind you when you claim the prize.



Kill the second dinosaur from the area of the Gold Dragon and back-track to the long ladder.



Climb all the way up the long section of ladder and return to the ledge with the rose slider.



Grab the slider contraption and span the distance. Watch for tigers on the ledge as you approach and drop ready for action.



Don't let the twin tigers force you back over the ledge. As long as Lara survives, you don't need to use a Medi Pack.



Follow the short tunnel to a campsite. When you go near the large rail portal, the level ends.



Once the bad guy has taken the easy way out, Lara checks the laptop. Heaven... Venice it is!



Heaven... Venice it is!

Venice Venice Venice Venice Venice

VENICE

Secret Bonus:

Automatic
Pistol Ammo

Lara's trip to Venice is one of the coolest excursions in *Tomb Raider II*. For pure ambience, it's hard to beat, and the back-and-forth nature of the puzzles gives you plenty of time to take it all in. You also acquire the Automatic Pistols relatively early. They are Lara's weapons of choice for a bit, as enemies appear in closer proximity and with heavier artillery of their own. Do go to the trouble of exiting this level in the intended fashion: it's worth the extra effort.



Whip out those Pistols, and get the attention of the Doberman up ahead. The long alley gives Lara room to backflip.



Turn to the right at the end of the alley, and jump left into the courtyard. Blast the sniper on the veranda above.



Expect more Doberman trouble, and also a club-wielding thug, when you check the narrow exit route.



On the small dock is an open structure. Across the water is the boathouse.

Venice



Swim beneath the boathouse door, and climb up onto the walkway. Push the button to open a door elsewhere.



You'll have to go find the Boathouse Key before you can do a little power-boating.



In the small dock structure, collect the Flares from the table and press the button to open the trapdoor. Climb the ladder.



Backflip from the top of the ladder, and press the button. The trapdoor in the floor closes, and another opens above.



On the roof, shoot open the window, and enter the hallway. Get out the Shotgun, and head to the left in the short hall.



Shoot the pooch, and check the room. Double back down the hallway before you explore this area at length.



In the short hallway, check the broken window on the other side of the hall. Jump over to the top of the awning.



Jump from the top of the awning to the sniper's veranda. Search his fallen form for the Boathouse Key.



Retrace your jumps back across the veranda, and check the room where you shot the pooch moments ago.



Throw the switch at the end of the arched hallway, and a door opens high above the canal outside.



Shoot open the window in the pooch room, and run and jump to the awning across the canal.



Jump from awning to awning to reach the distant open door. Throw the switch in the short hall, and drop down into the canal.



Swim back under the boathouse door, and insert the Boathouse Key into the lock. Don't get into the speedboat just yet.



Swim out of the boathouse and to the left, climbing up onto the end of the walkway beside the structure. Whack the thug, and take his Automatic Pistols.



Exit the boathouse in style, and enter the dark tunnel. Pop a Flare, and look to the right.



Collect the Stone Dragon from the short hallway, as well as more Flares. Follow the hallway to a ledge above a large open area.





Drop down to the ledge and dispose of the vermin. If you jump forward into the water from here, you can gather some Uzi clips before returning to the boat.



Back in the speedboat, follow the dark canal, which turns right and ends at a low waterfall.



Stop in the chamber below the falls, and jump overboard.



secret
The Gold Dragon sits on the floor of the large chamber below the falls.



Clamber back into the boat and follow the passage. Look left in the area with the pillars, and spy a small landing.



Pull past the small landing into the chamber with the switch on the wall. Hop out of the boat, and return to the small landing.



Blast the rat on the small landing, and blow open the window.



When you venture into the dark room, a thug comes out to play. Inside the room are Shotgun shells and a switch to throw.



Exit the small room, and climb the ladder on the wall.



Pull the underwater lever, and the double doors to the boat chamber open. Get back into your boat.



Follow the canal around to the left, making a right to discover several lovely boats near a small dock. Disembark.



Climb the dock box and jump over to the awning across the canal.



Jump from the awning to the upper walkway, then backflip to return to the awning as enemies arrive. Blast 'em.



On the far side of the walkway, a sniper patrols near a second speedboat. Life is much easier if you can peg the fiend from this distance.



Follow the upper walkway, ready for armed resistance. Take the Steel Key, and open the nearby door.



In the small room, drop down to the area below and throw the switch. A gate is raised at one end of a narrow canal.

Venice Venice Venice Venice Venice



Back upstairs, blast the bad guy, then return to your speedboat.



Smash through the line of gondolas and lean on the accelerator, veering slightly to the right.



As the speedboat passes the second watercraft and enters the broad, dead-end canal, leap overboard.



The dead-end canal is heavily mined. The speedboat is destroyed, but the passage is cleared. More on that later



Fleece the sniper near the Iron Key Door, and take the second speedboat.



Motor back past the chamber where you first entered the large outdoor series of canals. There's big trouble around the corner to the left.



Expect to come under fire as you climb from the boat to the landing. Cap the criminal and gather his stash before returning to the speedboat.



Follow the canal straight past the criminal's long landing, and you'll reach a dead end near a closed door.



Thump the thug who comes out to investigate, and rid the room of rats. Throw the switch.



From the dock near the door, jump up and grab the ledge above the arch.



Shoot open the window and take the Jade Dragon from the bed. Return to the speedboat.



Pilot the craft down the narrow canal across from the small dock.



Bear left when the canal widens once more, and continue on.



On the right-hand side of the canal, you'll discover two small landings, one of which has an open door.



Take the Iron Key from the shallow pool, and climb the ladder, ready for trouble.



Up the ladder, use the Automatic Pistols to take the fight out of the thug and his canine cohort. Throw the switch.



Backflip from the upper ledge, and let loose a grenade on the bad guy below.



Backtrack to the Iron Key Door, where you acquired the second speedboat. Open the door and cap the criminal. Throw the switch inside.



Get back in the boat, and check the canals past the hanging laundry.



Follow the waterways until you spy some openings ahead on the right. Pull up short.



Bail overboard and swim into the dark chamber. Stick close to the wall on the right.



In the dark chamber, Lara can stand near the right-hand wall and draw her guns. Use them liberally.



Return to the speedboat, and back into position facing the long ramp, flush with the wall, as shown.



In the dark chamber is a small button on the wall that opens the exit doors. You can either swim out through the small doorway to the exit (wimp), or perhaps ...



... leap in the boat and gun the engine, shooting up the long ramp as a distant bell begins tolling (cool).



Crash through the bedroom where you found the Jade Dragon, and get some serious air.



Zig left, then quickly to the right, into the narrow canal.



Hang a right out of the narrow canal, and gun the engine toward the exit. You did use the first speedboat to blow the underwater mines, didn't you?

Bartoli's Hideout

BARTOLI'S HIDEOUT

Secret Bonus:

Shotgun Shells

Bartoli's Hideout is another winding Venezia excursion, although this time without the use of the speedboat. Rely on your Automatic Pistols for those close encounters, and take heart: the Uzis are just up ahead. Once you have the Uzis, you can start mowing through your foes with a little more authority. As long as you pay close attention, and don't overkill your targets, the Uzis can be Lara's weapon of choice for much of the game.

Bartoli's Hideout



10 Bartoli's Hideout



Check under the dock and kill the vermin near the double doors. Head to the left.



There are more rats on the stairs and a larger variety around the corner to the right.



Wait and trap in the narrow hallway, then cap a few more rats and hit the switch.



The switch opens the double doors. Another thug comes running out, all the way to the narrow hall, to investigate.



Move to the right and blast the enemies high and low.



If you do a perfect side attack, you can dispose of some Dobermanns. Check the outside area for goodies.



Run to the right and take the hallway and avoid the bladed statues.



The switch by the bladed statues opens a doorway off of the canal outside.



Backflip to the slope below, then jump and grab the upper ledge.



Pull the box that blocks the walkway above, then return to the floor. Grab the ledge where the box sat and pull up.



Jump from the movable box ledge to the area with the low railing. Check the body and continue.



Climb the exposed wall to the opening on the right.



Look to your right on the ledge and chip away at the distant bad guy.



When the bad guy drops, run and jump to the top of the nearby awning. Lara will slide, so grab the edge before you fall.



Shimmy left to the far end of the awning.



Bartoli's Hideout



Stand and immediately jump from that end of the awning; Lara will backflip to another veranda above the canal.



Run, jump, and grab the small wooden ledge, then run and jump to the awning further down the canal.



From the edge of the awning, stand and jump toward the open portal. Lara will hit her head, but drop inside the door.



Expect resistance from the local bad dogs. Head up the stairs to the left.



A criminal comes out of the room, guns blazing, when you approach the open doorway.



Just inside the room, on the left, there's a switch barely visible because of the wallpaper. Throw it and return to the hall.



The switch opens the door to a small veranda. Hopefully you killed the bad guy from a distance awhile ago. Grab the shells and the Stone Dragon.



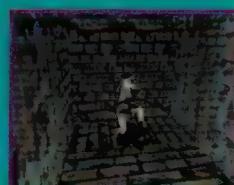
Return to the room with the camouflaging wallpaper, and blow open the window. There's a goon out there.



You may have to go out onto the walk to take care of business. Shoot out the distant window and be ready for action inside that room.



When you enter the room, the door on the right opens and mayhem ensues. There's also a thug creeping up from the walkway behind you. Stack 'em up.



Push in the block in the fireplace, then climb into the passage to dispose of the rat.



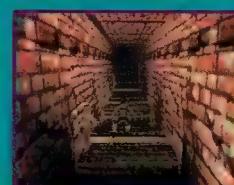
Follow the passage. Stand in the right-hand side of the opening above the slope and take one step backward. Jump forward and to the right to hit the water below.



Climb out of the water and onto the platform below the slope. Check the trap.



The triple burners will extinguish when you step onto the wood panel. Step just far enough onto the wood to shut off the flames.



Run and jump forward over the first burner, then stop and do two standing forward jumps to make it past the trap. Don't hesitate.



Look above. A goon is up there, angling slightly to the left, step toward the door. Open fire with the Automatics on the goon. When he falls, switch back to Pistols.

12 Bartoli's Hideout Bartoli's Hideout



Move to the ballroom. The objective is to climb the chandeliers to reach the piano's keys.



Get the low block, and jump and grab the lowest chandelier. Run, jump, and grab to the next light fixture.



From the second chandelier, look to the right. Run and jump over and throw that switch.



The switch causes a doorway to the wall below, revealing a chamber with the Library Key. You must reposition the chandeliers to reach the prize.



Move to the last chandelier and continue to the ledge above the last fixture in line.



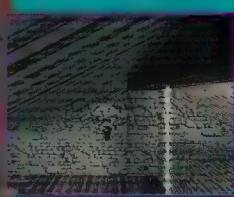
Reach the ledges that lead to the ledge to the right.



Jump and grab the beam and shimmy to the right.



Hold up when the last of the beam allows.



Run and jump to the ledge on the far side of the beam. Be careful; it's a long way down.



On the new ledge, approach the brick wall and be ready for the thug who climbs over. Don't let him force you backward!



From the top of the brick wall, jump forward to the nearby beam. The switch there reconfigures the chandeliers.



With the positions of the chandeliers reversed, the Library Key is accessible. Drop down to the highest chandelier.



Jump and from the highest beam, drop down to the small chamber below.



Press the lowest chandelier, run, jump, and grab the edge of the small chamber behind the portrait. Claim the Library Key.



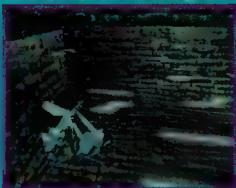
Repose in the small chamber and jump to the ledge near the door through which you entered the ballroom.



From here, run, jump, and through the window, look outside to the floor outside.



The switch you threw moments ago opened the trapdoor below.



Push the lever on the wall to the right. That's the Library Door, but for now it'll have to wait.



Wait the lever opens, and get a good breath. Dive down into the dark maze and hang a right below.



After you've cleared the room, only keep moving in that direction. There are a couple of different routes, and a Grenade stash on the left in the open area.

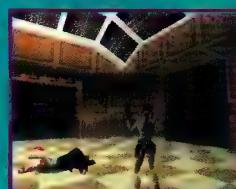
secret



In one corner of the open area rests the Gold Dragon. The lever on the wall nearby opens a trapdoor above, in case you need to get a breath before backtracking.



Return to the Library Door and apply the Library Key to the lock. Get out those guns.



Drop the thug in the foyer. To the right is a switch on the wall, but leave it alone for now. Check the open portal straight ahead.



In the open room, climb the bookshelves to the ledges above.



Blast the rats, then jump over and throw the switch.



The switch opens another door back in the foyer. Drop back to the floor and get out the Automatics.



Unload on the criminal that emerges from the opened door, and check his study area.



Climb the shelves on the left just inside the door.



Run and jump to the top of the next shelf on the ledge across the room. Climb the shelves to the upper window.



From the window, carefully backward down the small ledge to grab the ledge.



Jumping from the end of the small winging, drop and then jump immediately. You will have to



Land on this a small ledge. Then and jump from there to the ledge across the small courtyard.





Jump to the top of the brick wall. Notice the small raised section at the far end.



Run, jump, and grab from the raised end of the brick wall and Lara can just reach the edge of the rooftop across the canal.



Cross the rooftop to the small, irregular opening. Stand back about 10 meters from the wall, then jump forward to grab the ledge. Pull up.



In the small pool beyond the irregular opening waits a pair of Uzis for Lara to call her own.



Hide the small structure. Kill the guard and take the Detonator Key from the table top.



Run, run and jump from the brick wall of the dock outside the hut to land standing in the exit. The door opens, and a criminal opens fire from close range. Uzis, anyone?



Now open the courtyard door and return to the Library foyer. Throw the switch, which opens the nearby door. Kill the criminals on the left as you enter the door.



The door to the small courtyard opens upon Lara's approach. Her water and swim to the left.



Downward from the top of the brick walkway. Pass by the Detonator Box for the time being and climb the higher brick wall.



Follow the brick wall and climb the structure to the breakable windows.



Now open the window and call the Jade Dragon. Double back to the Detonator Box.



Use the Detonator Key at the small box to demolish the structure where the Jade Dragon sat.



Put Lara's back in the corner and do the situps on the ledge above.



Follow the top of the brick wall to the ruined building and jump inside.



Climb up through the building's shell to the hole in the ceiling to reach the roof.



Jump back across the hole in the roof and follow the passage to make your exit.



Secret Bonus:

Uzi Clips

The Opera House turns things up just a bit in the land of Lara, so proceed with caution. Hopefully you located the Uzi in the last level—you’ll going to need them here. By conservative where you take, however, you’ll want the Uzi for the final showdown. When you need a Flame, by all means, indulge yourself. There are quite a few dark corners in the Opera House, and an area below the stage is pitch-black.



On the platform near the swinging box, stand like this and whip out that Grenade Launcher. Jump backward.



Now climb to the stage across the short end (left) of the structure of the stage. You’ll need to take care of business before you hit the water.



At one end of the short section of the ladder is a ladder for Lara to climb.



From the end of the long end of the ladder, holding down and pull the rope above. Pull up and throw the switch.



Continue to the top of the ladders, then run and jump back across the white ledge to the white ledge.



Now, jump and grab onto the ledge on the platform next to the swinging box. Get out the Shotgun and run and jump across the structure to the opening in the roof.



Jump to the ledge opposite where you got the Shotgun from the Resident Goon and he’ll expand in directions more ammo on the exit stairs.



On your left, where you located the Chainsaw key, climb to the ladder and across the ledges to the platform with the swinging box.



Stand near the entrance to the level and jump to the sloped roof. Catch the edge and shimmy left. Drop to the flat spot.



Jump from the flat spot to the sloped roof above the window and catch the ledge. Drop and grab the window ledge, then pull up.



Now repeat the actions and walk—walk, mind you—off the ledge and to the left.



Climb the ladder and use the Ornate Key on the lock. Follow the passage and climb a second short ladder.



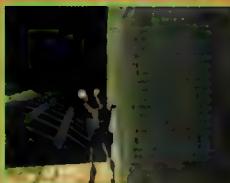
Opera House



Stand back from the edge of the ledge facing the collapsible roof sections, like this, then jump forward and start running.



You'll have to jump one gap, then jump again and grab the edge of the distant ledge. Follow the passageway.



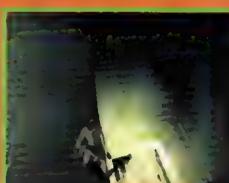
Stand on the ledge and conserve your ammo. If you turn and drop backward, grabbing the ledge as Lara falls, then pull back up, other



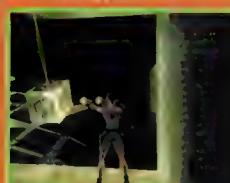
Jump to the dome at the closest corner and cross its top to get the drop on more foes. Check all the bodies and the box.



Stand at the corner so that you can run, jump, and grab the ledge to the left of the swinging box.



Behind and below the box is a button. Push it and the nearby flat section of the dome opens.



Climb back up beside the box and utilize the Pistols to dispose of the new arrivals. Take their respective stashes and drop through the open trapdoor.



In the small room below are a pair of switches. You must find a Circuit Board before the right-hand one will do anything. Throw the switch on the left.



Climb down the ladder to the hallway below. If you go to the bottom of the slope and loop back before pushing the button, you'll defuse a boulder trap.



The button closes the gateway to the switch room. Climb onto the gate and through the opening on the left.



Drop down to the floor and be sharp: there's an onrushing goon and a dangerous overhead sandbag.



In the opposite direction from the previous goon's hallway, approach the doors and be ready for more hostility.



Having dealt with the criminals, reverse direction down the goon's hallway. There



Backtrack to the Opera House proper. Utilize the ledges on the far side of the room to descend to



Watch for rolling boulders as you cross the floor (or if you venture through the opened doors).



You may have to climb the ledges—and get shot in the back several times—to take out the sniper above. Collect the AP ammo and notice the locked door.



live, elevator and more friends.



Head for center stage and deplete the actor's guild en route. Climb the underwater box to reach the stage.



Look left as you climb onstage and drop the Doberman. Now turn around and snuff the punk shooting you in the back.



Check the Diamond in Upper Boxes the switch. Say, is that a Circuit Board under the water? (Yes.)



Check the opposite side of the stage, being wary of sandbags, then deliver some backflipping justice.



From the floor of the room, go over and coax down the sandbag above the crack.



Jump and grab from the edge of the stage to the platform. Walk through the glass, then run and jump to grab the low end of the crack. Shimmy left.



Throw the switch in the upper nook to lower the plank. Run and jump back to the platform just shy of the glass.



Past the plank, run and jump to grab the ledge in the wall, then climb to the nook above that. Run and jump from there to the upper walkway.



Release of the rat on the upper walkway and walk forward, carefully, near the swinging bag.



Standing off to one side, Lara can jump past the bag as it swings away.



The second bag isn't real tricky; just jump off to the flat spot on the right. Throw the switch on the wall to release a sandbag above the stage.



trapdoor in the stage. In the corridor beyond the switch, turn and slide backward down the slope and grab the edge.



Hanging from the slope beyond the switch, stand and immediately jump. Lara should backflip to a pool below the stage. Circle left and look for a low opening.



dark chamber. On the right as you enter is a small passage sloping downward. Swim down and grab the Stone Dragon.



wade to the low ledge. Throw the switch before backtracking toward the trapdoor area.



Besides the hallway off of the trapdoor area, there's a low, underwater passageway. Swim down and up to another chamber.

Opera House Opera House Opera House



Take the Poetry Hill lift down to the basement. The previous switch is located in the floor station. The Poetry Hill lift is the elevator to the basement.



Head into the Poetry Hill lift again, walk left to the Coal Room, down the stairs to the basement.



Enter the Poetry Hill lift again and walk right to the Coal Room. Cross the Poetry Hill lift and Poetry Hill lift again to the Coal Room.



Jump off the balcony to the stairs and walk right to the Coal Room. Cross the Poetry Hill lift again to the Coal Room.



In the stairs next to the Blue Dragon, in the first alcove on the left is a switch that opens the exit door in the second alcove.



Head toward the stairs and jump the switch again to head downstairs. Arrive pumped.



Jump off the balcony, turn right and walk right to the Coal Room. Cross the Poetry Hill lift again to the Coal Room.



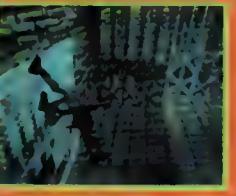
When the plateau moves, jump over the floor and walk right to the Coal Room.



Jump off the balcony, turn right and walk right to the Coal Room. Cross the Poetry Hill lift again to the Coal Room.



In the water—below a familiar staircase and Coal Room, take a look back along the staircase.



Circle around to the left of the staircase and jump the switch that opens the Coal Room.



Jump off the balcony, turn right and walk right to the Coal Room. Cross the Poetry Hill lift again to the Coal Room.



Jump off the balcony, turn right and walk right to the Coal Room. Cross the Poetry Hill lift again to the Coal Room.



Follow the hallway and blow out the window to the platform. Throw the switch to open the door.



Get down the stairs, then jump and get across the balcony to catch the ledge and a roll-and-a-half of Lara's longest jump. Walk up and take the Drama Key.



Collect the weapon, turn forward to the staircase and jump. Cross the balcony and walk right to the Coal Room. Walk up and take the Drama Key.

Opera House Opera House Opera House



From the eggs, jump forward
across the gap in the corridor.



To reach the higher hallways above
the spinning fans, stand with Lara's
back to a fan, her toes on the edge
of the ledge, and backflip.



In one fanless hallway, you can
spy a dark corridor up above.
Jump and grab the edge, then
pull up with caution.



Pop a Flare, then take the Jade
Dragon ever-so-gingerly from in
front of the spinning fan.



From the back of the Jade Dragon's
body, Lara should land on the
centering of the first ledge.



In the same room, pull the box
from the floor. Pull the box and
it lands in the room that you
are outside.



From the ledge, jump across the
room to the box. Pull the box
up and then jump across the
stacks atop the first one.



From the center ledge, jump
across and grab the edge of
the next ledge. Climb up and
then back down.



Jump from here, then cross
across the ledge and backflip
forward.



Click the ledge back to the
second ledge in the Opera
House when you land the Crossbow
attack on the Cheshire Cat
to the lock.



Jump to the hallway and press the
switch. Click back to the second
ledge and land the Crossbow
attack in the wall before throwing the
right-hand switch.



Now head back to the stage. The
stage has a switch you can land
on, pressing a ledge and
reaching your hands.



From a painting you passed, jump
across the hallway and try not
to fall between the structures on
the ledge.



Jump across and then back and
while the switch becomes, try to
something, then the structure to the
other structure fire traps.



Jump over the platform when the
Metal and Deco-Block move to the
box that the ledge can't be
reached when the Deco-Block
hides back up.



From the ledge, back and
jump over the platform when the
Metal and Deco-Block move to the
box that the ledge can't be
reached when the Deco-Block
hides back up.



Opera House



The button opened a trapdoor beneath the plane. Swim up into the chamber and push the button there. That stops the plane's engines.



Swim back to the dock near the cell and make the circuit one last time. Head out the window. Run, jump, and grab the plane's engine.



From on top of the plane, drop through the trapdoor and reclaim the Pistols. Time for a little revenge.



Watch your health and take care of the pair of guards. You'll find locked doors in the control room.



The deceased relinquish a Large Medi Pack and the Yellow Pass Card.



Apply the Yellow Pass Card to the lock across the hall from the doors. Push the button at the end of the hall to silence the alarm.



Exit through the windows and follow the walkway to the left, past the plane.



Follow the dark hallway to a water room. Pull the lever below the door and get a good breath before swimming down the hall.



Follow the long hallway. Where it turns to the right, look for an open trapdoor in the floor. Swim down and follow the passage.

SECRET



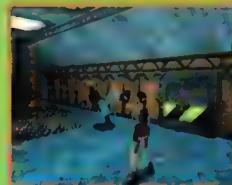
In the chamber behind the huge fan, grab up the Jade Dragon. Move quickly. You're going to need all your air to make it back to the lever room.



Reenter the doors that you opened with the Yellow Pass Card, and hang a right at the alarm button.



Spin the wheel to open the door and hop backward into the room: there's a goon sneaking up from behind.



In the adjacent chamber, a guard comes through the door up the ramp. The door will close before you can reach it.



Spin the wheel on the nearby portal, and stand back to chip away at the onrushing rig worker.



Collect the AP ammo and Harpoons from the small room, and check the adjacent passage.



In the bunk room, collect the Harpoon Gun from a lower bunk.



The Automatic Pistols are also stashed nearby, on an upper-level bed. Push a button on an upper bunk near the entrance.



The button opens a trapdoor at the far end of the room in the ceiling. Leave the bunk and climb to the last high bunk on the right.



Jump and grab the edge of the hallway from the upper bunk before time runs out, or you'll have to hit the button again.



Follow the hallway and slide backward down the slope to grab the edge of the ledge. Climb down to the floor.



To cross the burners and reach the ladder, you need to use the two movable boxes nearby.



Pull out the box on the left and move it across the room. Pull out the right-hand box and get behind it to push it over near the burners.



Run and jump from the top of the repositioned box and grab the ladder. Climb up to the hallway.



Kill the guard in the upper hallway, and take the Red Pass Card. Continue in that hallway.



Past the point where the guard drops the Red Pass Card is a ladder on the left. Climb up it and snag the Stone Dragon.



Backtrack to the alarm button. This time take the stairway to the left.



Climb the stairs and dispose of the guard and his canine friend with those new APs.



Be ready to dodge the barrels that roll down the broad ramp; your jumping is somewhat limited by the low ceiling.



At the top of the broad ramp is the reader for the Red Pass Card. Step through the door, but roll and head back toward the ramp.



If you reverse toward the ramp as the alarm sounds, you should be able to make quick work of the arriving rig workers.



Once through the portal opened by the Red Pass Card, look to the left and lose some more lead.



Nearby is a large, dry pool. The rest of the level concerns transferring the water from the distant pool over to the nearer one, and back again.



Climb up onto the platform to the left of the entrance and push the box.



Loop around to the other side of the box and pull it. Now loop around again and push it to the end of the path.



Jump from the area near the pool to grab the top of the box, then jump from the top of the box to grab the edge of the upper passage.



Follow the passage downward, expecting hostility. Throw the switch on the wall in the control room below.



The switch on the wall fills the closest pool with water. Backtrack and swim across.



Hang a right on the other side of the pool and jump across the pipe.



Jump up the slope and throw the switch on the wall. The switch opens a trapdoor in the floor of the control room. Backtrack.



Slide down the long slope from the hole in the floor to the walkway below.



From the upper walkway, you can probably peg at least one of the two resident frogmen in the huge pool.



Dive down into the water from the open end of the walkway, and climb up onto the column footing. Take care of any leftover frogmen.



Swim along the wall below the upper walk and circle around the large column to the corner of the room. Climb out. This approach helps you avoid sniper fire.



On the foot of the column is the Gold Dragon. Grab it and get into the water, as rig workers arrive nearby and a gunner opens up from above.



Head back to the other side of the large pool, away from the gunner above. There's a ladder on the wall.



You need to jump and grab the walkway, and pull up as the bad guy opens fire with the Shotgun. Watch your health, and whip out those new Uzis.



When the battle is won, claim the Shotgun and follow the path to the right past the dead guy.



Jump from the end of the path to the nearby walkway and dispose of the sniper who was giving you so much grief earlier.

secret



You can peg the rig workers far below from this vantage point. One will drop a Small Medi Pack that you can pick up, if you feel like backtracking.



Jump over to the walkway near the wall. Notice the exit passage up above.



From the walkway near the wall, you should be able to pick off the distant gunner. Run and jump over to his area, jumping around the pillar with a left lean.



Break the glass and grab the Green Pass Card. Double back to the walkway near the wall and follow the hallway up.



Drop down into the lower passage ready for trouble, and continue down that passage to the control room.



Apply the Green Pass Card to the reader and throw the switch in the control room before exiting through the opened door.



Throwing the switch in the control room sends the water back to the first pool. Jump in and follow the underwater tunnel.



Pull the lever to the left of the gate and make your escape through the passage beyond.

DIVING AREA

Secret Bonus:

Uzi Clips

Diving Area Diving Area

The Diving Area is a sprawling excursion headed in the direction of the briny deep, fraught with peril but rich with reward. First, the bad news: the Diving Area introduces the flamethrower to the list of Lara's enemies. Very bad indeed. When in doubt, use the Uzis. The good news is that the level also features the awesome M-16, stashed in a sneaky little hiding place.



Follow the passage to the ledge above the pool. That's the exit low and to the right, but don't go in the pool just yet.



Run, jump, and grab the ladder, and climb up to the hallway. Push the button to stop the huge underwater fan.



Jump into the pool and swim beneath the large, immobile fan. Collect the Grenades and double back.



Pull the underwater lever to open the exit door and climb out onto the walkway.



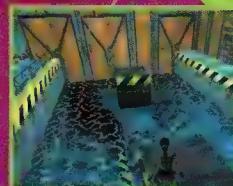
Look to the left as you enter the crane room and dispose of the onrushing villains. The ones across the pool are unarmed.



You need to cross the pillars below the cranes to reach the far side of the pool. If you fall, there's a backtrack tunnel below.



Run and jump from the walkway to the pillar, and grab its edge. You can pull yourself up and stand safely in the corner.



When the crane moves away, run, jump, and grab the edge of the distant pillar.



Run and jump from the top of the second pillar to the walkway across the pool.



Punish the rig workers and take the walkway to the adjacent chamber.



Down below the broad slope is a huge pool of toxic waste. Not good.



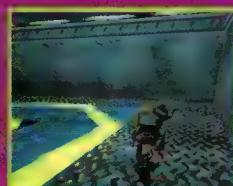
Slide down the slope backward and grab the ledge above the small central opening. Drop down and collect the Stone Dragon.



Pull up out of the hole, and slide forward. Jump—just jump, don't use forward action—from the bottom of the slope, and Lara reaches the walkway.



Follow the passage and climb the (very) tall ladder.



Collect the amino near the hole in the floor and drop in so that Lara slides backward.



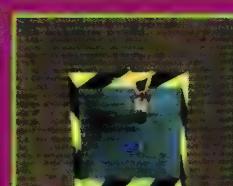
Slide down the slope and grab the edge before Lara slips off. Drop and grab the ledge below and pull up.



Dispose of the guard on the elevated walkway and look to the left at the intersection.



Through an opening in the railing, you can run and jump to the slope above the niche.



Slide down and grab the edge of the slope. Drop down and grab the Blue Pass Card.



Backtrack up the passage near the Blue Pass Card niche and slam on the brakes when you round the corner to the left. Run, jump, and grab the tall ladder.

secret



Return to the elevated walkway and take the right-hand turn at the intersection. Apply the Blue Pass Card to the reader and head to the right in the passage beyond.



Enter the perimeter hallway and head to the right. You'll encounter a pack of four Dobermanns on the prowl and a bad guy armed with a flamethrower.



Once things have cooled off, check the two portals that you can open. Take the passage where the stairway leads downward.



Dispose of the guard relaxing poolside and check the scene. To the left is a sealed control room. Across the pool is the Red Pass Card, out of reach.



Jump in the water and kill the frogman that emerges from the underwater tunnel. Get a good breath before going inside.



Follow the passage to its end and pull the lever. Reverse direction and swim through the gate that has opened.



Follow the underwater tunnel and look for a lever to pull on the left. Pull it and continue onward.



Follow the passage to a gate that opens as you approach. Hang a left in the passage and return to the pool.



The second underwater switch opened a door at the top of the stairs—through the second door off the perimeter hallway.



Uzis blazing, charge into the area where the helicopter is making a getaway. Take out your frustrations on the goons.



In the chamber adjacent to where the copter takes its leave, there's a burner hallway flanked by a switch and a button.



The first time down the hall, you need to throw only the switch on the right.



Run down the hallway and let Lara fall through the trapdoor. Quickly search the bottom of the small area.



In the small hole halfway down the burner hallway waits the ever-lovin' M-16. Cool. Hustle back out of the hallway.



Now throw the switch, then jump left and press the button. Charge down the hallway, leaping over the trapdoor pit. Take the Machine Chip and beat feet back out of the hallway.



Backtrack through the perimeter hallway to the pool room and push the box near the door. Insert the Machine Chip into the panel and the door opens.



Run down the hallway and pass by the pool on Lara's left. Uzi the goon in front of you and keep running into that corner of the room.



From the corner of the pool, turn and dispose of the sneaky flamethrower near the entrance.



In that corner of the room, approach the control panel to the right of the orange tank and it opens. Push the button inside.



secret
The button in the hidden hall opens the grating in the bottom of the pool. Swim down and collect the Jade Dragon.



Approach the underwater tunnel, then spin and head for the surface when you hear the unmistakable sounds of frogmen.



It's much easier to exit the pool and kill the frogmen from there than it is to dogfight two at a time underwater.



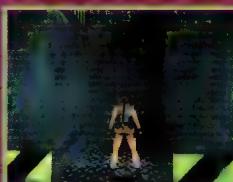
Your tension relieved, follow the underwater tunnel to a large chamber.



Far below is the mini sub. If you're really lucky, maybe you'll get to hitch a ride.



Surface in the area above the mini sub and climb to the ledge. Blast the resident rig workers.



On the upper ledge is a switch to throw. Do so, and be sure you don't fall into the water when you climb back down to the lower ledge.



There's another frogman lurking in the large pool once you throw the switch on the upper ledge. Kill him before backtracking.



Return through the underwater tunnel and climb out of the pool ready for some unhealthy disrespect. Teach the goons some manners and head up the hallway.



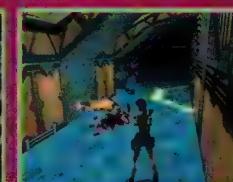
The control room near the pool is open. Throw the switch inside and the plank suspended over the pool changes position.



Jump and grab the edge of the plank above the pool, then run and jump from its top to the area near the Red Pass Card.



You'll have to stop the saw to claim the card. Push the button in the hallway, thinning the crowd on your way upstairs.





The area where the helicopter took off previously has been reconfigured. Cross down and follow the passage.



Drop through the hole in the floor at the end of the passage and ignore the rig worker that comes from the left: there's a flamethrower on the right that needs your immediate attention.



The rig worker coughs up a second Machine Chip upon his demise. Nearby is a door and beside it is the Red Pass Card reader.



The doors to the perimeter hallway open upon Lara's approach. Head back to the Red Pass Card and the guardian buzz saw.



Place the second Machine Chip into the panel near the saw and the blade desists. Claim the Red Pass Card and double back to the door with appropriate reader.



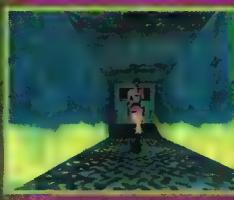
Use the Red Pass Card to open the nearby door and get out a big gun or two before dropping into the hole below.



Down below, a shotgun-wielding boss waits in close proximity. Permanently dispatch him, and then the passage.



Be careful not to fall into the large pool, as there's no way to climb back out in the same area. Fleec the bodies, and don't overlook Harpoons near the air tanks.



Follow the long path through long corridors and watery passages.



From the upper walkway, punish the heathens abusing the friendly monk.



When you go downstairs, check through the open door before after the monk's fallen for.



Through the open door waits the Gold Dragon. Take it, then go ch on the monk. At least it looks like he's going to live.

40 FATHOMS

Secret Bonus:

Harpoons

Welcome to the first of several levels in and around the capsized remains of the good ship *Maria Doria*. The initial level, 40 Fathoms, is one you can wander around for a while, if it weren't for this blow-by-blow account. With this walkthrough as your guide, you should consider a total time in excess of 40 minutes as a humiliating reflection of your own abilities.



As the mini sub crashes to the ocean floor, turn around and look for scattered debris—boxes and such. Follow that trail.



With the shark in pursuit, head for the corner of the area where the anchor broke a hole in the overturned ship. Swim down.



Grab a quick breath in the chamber and swim down through the hole below, hooking back to the right.



In the second chamber, the opening is high and to the left. Keep moving.



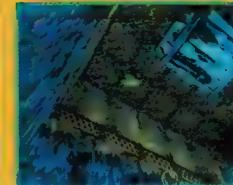
In the next chamber, the opening you seek is at the end of the left-hand wall.



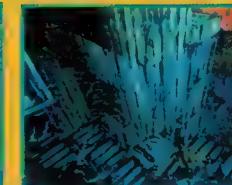
In the next large chamber, swim along the wall to the left and look for a low lever behind the last huge girder.



Pull the lever, then reverse direction and swim through the trapdoor that opens in the floor behind you.



Follow the passage and swim up through the hole in the ceiling. Above, at last, you'll have a chance to catch your breath.



Swim down below the boxes on the right, and you'll find a short hallway. Throw the switch and the water empties from the room.



With the water drained, you can climb the boxes and reach the high ledge.



Drop down to the area below, careful not to fall through the huge trapdoors, and dispose of the lurking goon.



Sticking near the wall to avoid the trapdoors, claim the Stone Dragon from the floor nearby.



You can run and jump over the trapdoor to open it. Trade shots with the thugs below. You may need to drop down to the tallest box to finish up the thugs.



Once the goons have been subdued, run, jump, and grab from the central boxes to the tall wooden pillar near the wall.



From the top of the wooden pillar near the wall, run, jump, and grab the edge of the passage nearby.



Just inside the passage, look to Lara's left and you'll spy a switch on the wall. It opens a door on a timer.

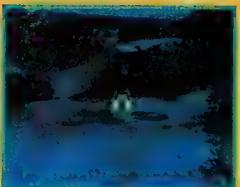


Throw the switch and head down the hallway, leaping the low impediments to the far end of the passage.





At the end of the passage, hang a left and jump to the opened doorway.



In the large outer pool wait the Jade Dragon and a host of unfriendly fish. Grab the prize and return to the hallway.



Back in the steel corridors, check the short, dark, central hallway. Jump and grab the ledge in the shadows, then throw the switch.



The switch in the high, dark chamber opens a portal off of the steel corridor, past a hallway with a row of burners. Check around this corner.



In the opened chamber is another switch to throw. That switch shuts off the first two burners for a short time.



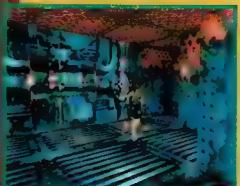
Race back to the burner hallway and throw the switch that is now accessible. Don't stand there for too long.



The switch halfway down the burner hallway opens another portal, this time back near the entrance to the Jade Dragon area. Inside is another switch.



When you throw the switch in the second chamber, the two burners go out farther down the hall, but only for a short time.



Race back through the steel corridors to the first chamber. You can jump in and out of the rooms, instead of climbing over the low wall below each portal.



Throw the switch in the first chamber once more and beat feet for the burner hall. It takes excellent timing to make it past the row of extinguished burners.



Past the burners, which reignite, throw the switch on the wall to open the nearby door. Wade into the pool and shoot the barracuda.



Swim through the opening above the small pool, then up through the tall chamber.



Just as you enter the upper chamber, look for a lever low on the wall. Pull it and a door opens in the lowest chamber.



Swim down to the lowest chamber and pull the lever at the end of the short passage. Don't grab the Gold Dragon just yet.



Swim back to the upper chamber and get a breath through the trapdoor that opened when you pulled the switch far below.



secret
Swim back down and collect the Gold Dragon. When you do so, the tall chamber fills with barracuda. Swim back up to the opened trapdoor above and kill them from the dry hall.



Follow the passage, then drop down into the dirt- and rock-filled hold. There's a hole in the floor leading to a lower large chamber.



In the lowest large chamber, look for the wide ledge at one end of the area.



Below the wide ledge is a box Lara can move to reach the opening.



Throw the switch on the high ledge and the trapdoors above the lowest chamber open, depositing rock and dirt from above.



There are two openings above one wall in the lowest chamber. You need to explore both avenues. Stand and jump from the highest point to grab the floor above.



In the left-hand chamber, head along the wall to the left, then climb up to the ledge. Throw the switch.



The first switch opens a door in a chamber you have yet to visit. That chamber is accessible from a hallway off the lowest large area.



Drop down into the lowest chamber once more, and climb through the nearby opening—the right-hand one of the pair.



To climb the pile of rocks in the second chamber, you have to begin to the right, then jump across the pile to a flat spot on the left.



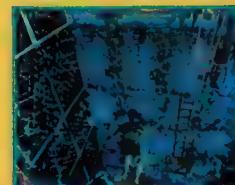
Jump from the flat spot to the rocks below the ledge and climb up. Throw the switch. That fills the unvisited chamber with water.



Head back down to the lowest chamber and look for the opening to a passageway. It's on the opposite end of the chamber from the switch ledge.



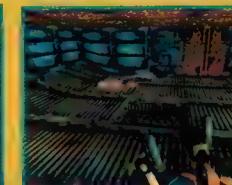
At the end of the hallway is the large chamber that the previous switch flooded. Get out that Harpoon Gun and go for a swim.



Subdue the frogman, then notice the low, opened portal.



Max out Lara's health and follow the passage. Climb quickly through the hole in the ceiling to the dry chamber, and whip out those Uzis.



You're going to take a heap of abuse climbing out of the hole, but don't use any Medi Packs, even if you just barely survive. Collect the goodies and throw the switch to open the level exit.



THE WRECK OF THE *Maria Doria*Secret
Bonus:Grenade Launcher,
Grenades

If we had to pick a favorite level—if we *had* to for whatever reason—this would be it. The *Maria Doria* has got it all. Nasty ambushes from heavily armed foes. Sneaky Secrets. Killer puzzles. The big puzzle is collecting three Circuit Breakers, which you use to access the final third or so of the huge level. Have fun.



Follow the passage to the large, water-filled chamber. Float the froggy. Collect the Harpoons from the door and follow the passage.



Follow the large metal walkway and beware: Lara's health needs to be at or very near maximum for this next trick.



Slide down the slope, hang, and drop to the collapsible floor below. This is gonna hurt a bit.



Lara is deposited in the room far below. Get health and dispense ammo on the foes that emerge from the opening.



Through the opening, look to the left-hand corner of the room. Pop a Flare and climb through the hole in the ceiling.



There's a nasty rig boss hiding in the dark corridor, and another will come sneaking up from behind when you discover the hole in the floor.



Drop down through the hole in the floor and claim the Stone Dragon. Retrace your path back to the room where you climbed into the hall.



In the chamber adjacent to the overturned pool are several movable boxes. Pull out the first and push it to the end of the nearby hall.



Behind the first box are two more that Lara must push and pull to reveal two passageways. Choose the right-hand path.



Expect trouble when you drop from the passage to the area below. Enemies come from the left, and one also appears in the hall behind you.



Head to the right and turn to punish the crowd severely. Keep those guns out as you enter the adjacent ballroom.



Drop the dog on the ledge and hug the right-hand wall. Enter the opening cautiously.



Beyond the broken glass is a hole in the floor. Circle around to the left, to the far side of the hole.



Step back as far as possible and run into the hole from the non-hazardous side.



In the dark hallway below sits the Rest Room Key. To exit the hall, stand at the edge and jump forward to grab the ledge above.



Double back to where you moved the three boxes previously, and check the left-hand hallway. Around the corner to the right is the lock you seek.



The Rest Room Key opens the glass doors nearby. Press the button behind the doors, get out those guns, and roll.



Defend yourself, then cross the room to press another button behind the opened doors. That opens a door back in the ballroom.



Before you leave, press the first button again. You want to close the doors in front of the second button.



Backtrack to the ballroom and look for a protruding section of floor that allows Lara to jump and grab the ledge above.



Shimmy all the way past the high ledge with the opened door, to the ledge on the far side of the room.



Follow the upper ledge to its end and a break in the railing.



Run, jump, and grab across the gap to the ledge beyond and take the first of the Circuit Breakers. Backtrack to the opened door on the high central ledge.



Follow the passage. At the first pair of doors, one chamber requires the Rusty Key and the other is sadly empty.



At the end of the hallway is a door Lara can open with better results. Drop down to the floor.



Pull the box out of its nook and push it to the far left corner of the room.



Climb atop the repositioned box and throw the switch to open the nearby door.



Before you go through the door, pull the upper box. You don't need to reach the door, but moving it helps solve an upcoming puzzle.



Follow the opened passage way across an empty room and into a hallway sloping slightly upward.



Set out your guns as a goon comes the slope, heading in Lara's direction. Continue down the hallway to another chamber.



In the new chamber, you'll have to move the box beneath the switch to throw it and open the exit.



When you move the box, be sure to grab the Rusty Key it was sitting on. Exit back to a familiar hallway.



Notify the Rusty Key to the chain, hang, and drop to the floor far below.



Push the movable box and toward the center of the floor.



Push the box over to the end of the short pathway. That allows Lara to pull out the upper box, revealing another movable box beyond.



Open the second movable box, this feat made possible by your pulling the box some time ago in the adjacent chamber. Reveal a hallway.



Crossing blindly across the two sections of collapsible flooring would be a mistake. Run along one wall and loop back before you reach the far side of the pit.



Following along the floor, you can turn safely to the initial side of the pit and avoid the barrels that come rolling from the right.



Jump up to the ledge above the open pit, then look to the right at the intersection.



Jump into the passage to the left and drop immediately back to the floor below. Grab the ledge briefly as you drop to stay close to the wall, as a barrel rolls overhead.



Jump up to the ledge in the hallway and collect the Jade Disc from the far end. Double back.



On the wide hallway, drop down and peg the goon above the pool. Below the waterline is a lever to open the door.



The underwater lever opens the upper doorway for a brief time. Climb quickly up onto the box to jump and grab the floor, then hustle to the opened door.



Use the Jade Disc to open the slope and start jumping. Jump back and forth from slope to slope above the dangerous trapdoor.



When the trapdoor closes, you can stand on it and grab the ledge. Throw the switch to open a door back in the boat room.



Jump up over the slope and throw the switch to exit the trapdoor area. In an upper area off of the boat room is the portal that opened.



Expect serious resistance through the opened portal. Go with Uzi for the initial confrontation, then snipe the goons below with the M-16. Look to the left to spy a button.



Press the button, then race all the way around the upper walkway to the other side of the rock obstruction.



Make a running jump through the opened trapdoor to the walkway below before the timer runs out.



Down below you'll notice the second of the Circuit Breakers, but wait a moment to pick it up.



On the same walkway as the second Circuit Breaker, on the same wall as the entrance up above, is a button that drains the boat room.



When you pick up the second Circuit Breaker, the exit trapdoor opens briefly. If you miss it, you have to go back to the Circuit Breaker corner of the room to try again.



Backtrack to the drained boat room, then hang and drop to the floor. Open the portal and follow the passage.



When the hallway branches, head to the right. To the left is a pair of exit routes.



As long as you closed the double doors in the Rest Room, the third Circuit Breaker is accessible. If you didn't, use the button on the hallway to backtrack to the Rest Room.



When you open the double doors, the hallway deposits Lara back in the boat room, while the right-hand avenue leads to the Rest Room. Expect token resistance.



Head back toward the room where Lara crashed through the ceiling so long ago. There's a small pool in one corner.



Collect the Small Medi Pack and follow the underwater passage. A lever on the wall opens the trapdoor up above.



In the hallway above the trapdoor waits a serious assault force. Uzi them into submission and enter the large chamber.



Insert the three Circuit Breakers in the fixtures near the burners and the flames are extinguished.



Move to the right and pull the movable bar between the entryway and the upper chamber, and open the door.



Move to the right and open the door to the upper chamber, and open the door. Throw the switch.



Move to the right and open the door to the switch chamber across the tops of the huge metal pipes. Drop into the pool far below.



Move to the right and open the door to the passage. There's an untried fish in the new pool, and there are Harpoons around the corner to the right.



The wooden door across the Harpoons is a dark passage where a worker patrols near the Cabin Trapdoor.



In the dark, follow the path to the door that Lara can open to the left. Throw the switch you find in the small chamber.



Move to the right and open the door to the opposite end of the dark area. Look to the right: around the jetty.



At the bottom, jump forward, push the block and throw the switch to move a trapdoor over a broken hatch.



Swim forward and look to the right of the trapdoor, back in the direction of the first small chamber. Stand at the edge and let the fish gather below.



If you backflip through the trapdoor, Lara hits the water pointed in the right direction. Swim down the passage and past the windows on the right.



As you near the end of the row of windows, look low and left for the Cabin Key. Loop around the rocks, back in the direction of the trapdoor.



secret Across from the passage leading back to the trapdoor is a small open area in the rock. Look up and spy a tall tunnel.



Swim forward and turn right to follow the Gold Dragon. Now swim back to the trapdoor, turning to climb from the water when you surface.



Turn back and supply her Cabin Key to the lock in the hallway. Throw the switch to open the door.



The key opens the door to a broken door in the adjacent dark area, which allows Lara to reposition a box and reach another switch.



The broken door opens an untried hallway back in the cabin, which leads to a long corridor. Ready your M-16.



When the barrier is gone, you must ride the conveyor belt to the water, which is extremely hazardous. The atmosphere is very poor—and drop to a level lower than the pool below.



Check the barrel behind the person for a major M-16 ammo stash, and pile into the pool, wary of lurking predators.



Behind the barrier on the bottom of the pool is a ruined bar with deadly eels. You can harpoon them, perhaps avoiding their bites, or press forward.



When the floating barrels spread into a larger area, check the air supply. There's a chamber above, and it's here that the crew were left adrift when the ocean turned red.

LIVING QUARTERS

Secret Bonus:

M-16 Clips

After the *Maria Doria*, the Living Quarters is almost a respite. The big puzzle involves reconfiguring the huge array of pistons and realizing the proper backtrack route when you change the pistons' configuration the second time. Make sure you get a good look at the king eel in the underwater cave—not a close look, mind you, but a good one.



Head straight forward as the level begins, and look to the left through the opening.



Pull the lever on the metallic wall and surface through the opened trapdoor above.



Dispose of the deckhand and continue into the adjacent area.



This is the piston room, complete with a sniper high and to the right. Hug the left-hand wall to the far end of the chamber.



Climb up at the far end of the piston room and note the switch high on the wall. Drop over to the floor on the other side of the pistons.



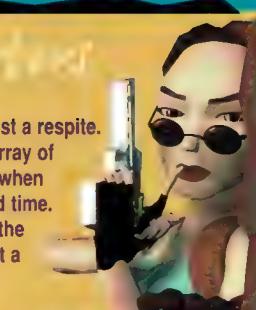
Enter the small area off the piston room and follow the passage to a lower halfway.



Drop down near the end of the lower halfway and thin the crowd. Venture forward, then hop back to avoid rolling barrels and another onrushing foe.



Hug the left-hand side of the ramp to avoid another barrel as you enter the chamber. Note the high, dry lever on the wall.





Run, jump, and grab from the top of the slope to grab the crack. Shimmy all the way to the right and throw the switch.



The switch at the end of the burners extinguishes the flames. Nearby is the entrance to an upper passageway.



Follow the passage all the way to a small room with a switch. Throw it and drop through the hole in the floor.



The switch has reconfigured the pistons, allowing Lara to cross on top of them. To hit the lower piston, stand in the center of the adjacent piston and jump forward.



Dispose of the sniper before making a run for the Stone Dragon off to the right.



Run, jump, and grab toward the lower ledge and collect the Stone Dragon.



From the Stone Dragon ledge, you can run, jump, and grab the side of the sniper's perch. Follow the hall.



At the end of the passage is a movable box. Push it as far as it will go. Note: The box is not movable in the PlayStation version.



When the first box stops, hang a left and push the second box past the ledge on the left. Drop down off that ledge.



Back in the small chamber, throw the switch once more to reconfigure the pistons. Backtrack up the ledge where you moved the second box moments ago.



By backtracking through the hallway to the sniper's perch, you can make your way back across the reconfigured pistons.



Run, jump, and grab along the tops of the piston array, which still includes a tricky low jump. Head for the farthest piston.



Run, jump, and grab to the ledge with the switch; throw it. Run and jump from the switch ledge to the low platform beside the last piston. Expect to take some damage.



Return to the burner room, now flooded, and pull the lever on the wall. The door behind Lara opens.



Stick it to the frogman in the new area and swim up through the hole in the ceiling to take a breath.



Swim back down into the watery chamber and hug the left-hand side of the cave far below as you enter.



Stick to the opposite wall to avoid the gigantic eel, and pull the lever. Exit the cave carefully.



Just above the entrance to the cave, a trapdoor has opened. Up you go.



Dispose of the guard overhead, then throw the switch at one end of the walkway to open the door at the opposite end.



In the chamber are two switches near the entrance and another switch in an alcove across the room. Reaching the third toggle is tricky.



Throw the right-hand switch, then jump left and pull the second switch. Roll, run, jump, and grab the ledge that has elevated.



The two sections that elevate allow Lara to shimmy right, but the two switches are on a timer. Don't dawdle.



At the far end of the shimmery, pull up and throw the switch. Drop down to the floor and return to the larger chamber outside.



Stand like this. Jump forward, jump, jump, and grab. Lara should reach a ledge adjacent to the upper walkway.



Move along the top of the duct to the movable box.



Pull the box once, then jump back to the duct walkway. Jump from there to the place where the box sat.



Drop and grab the ledge, then shimmy left until Lara can pull up.



Jump and grab the edge of the upper passage, and follow it to the ductwork on the other side of the room.



Follow the duct pathway to its end, then run and jump to the opening high on the wall.



Whack the goon and check the hallway from which he came.



Down below, you can see the Gold Dragon.



To reach the prize, you have to jump and grab the edge of the dark upper chamber.



Drop through the collapsible floor section in the dark upper chamber and collect the Gold Dragon.



Walk through the glass, then use the forward and action commands to reach the ledge above.



Head back down the hallway and take a right. At the end of that hall, slide down the slope and keep moving over the unstable flooring.



Dispose of the fish in the small pool and collapse the small section underwater.



Swim through the broken pool flooring—wary of another fiendish fish—and take the Jade Dragon. Return to the hall.



Follow the passage and jump past the end of the slope to the small square section. You need to jump immediately from there.



The small section of floor at the foot of the slope is collapsible. In order to reach the crack above, you have to leap before you fall.



If the floor falls away before you can jump and grab the crack, cross over to the other side of the slope. Stand as shown and backflip. Jump and grab from the slope to the crack.



Shimmy to the right and stand up when the crack widens.



Check behind the pillar on the right for a passage. Drop down and get out your Uzis.



When the passage widens, look to the right and peg the bad guy. Head upstairs.



From the upper area, whack the goon below. Continue on the upper level.



Pull the box once, then return to jump over the railing to the area below.



Round the corner to the left, ready for heavy resistance. Also, watch out for the goon lurking in the pit ahead.



Down in the goon's pit, pull the box and take the Theatre Key. Use the box to climb back out of the hole, wary of the newly arrived enemy above.



Battle your way back to the area below the upper ledge, and look to the left.



The lower hallway is unobstructed because you pulled that box in the upper area.



Follow the hallway and drop the deckhand near the Theatre. Apply the Theatre Key to the lock, then head to the right once you're inside.



Whack the bad guy inside the Theatre and look for a ledge on the right for more trouble.



Dispose of the criminals on the ledge and throw the switch to open the stage curtain. Then dispose of the goon and head backstage.



Move the box and use it to cross over the wall. A Flare might help you see the dangerous floor pit. Jump across and push the button.



Backtrack to the pit where you found the Theatre Key, ready to feed a few final shells to an arriving rig boss.



Swim across the flooded pit and climb into the hallway to leave the Living Quarters.



THE DECK

The Deck The Deck The Deck

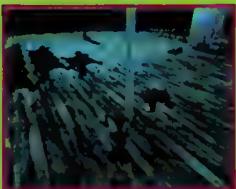
Secret Bonus:

Grenades

Just when you thought you'd seen the last of the flamethrowers, this level is crawling with them. Use the extended range of the M-16 to make short work of those enemies. At the end of the trip, Lara will lay claim to the Seraph, which she'll carry until the end of her stay at the Barkhang Monastery. The Seraph is the key to the Catacombs of the Talion.



Look sharp as the level gets underway: there's a flamethrower sneaking up from Lara's right.



Dispose of the deadly duo and circle around to the far side of the structure to collect some Grenades. Double back.

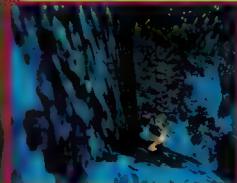


From near the beginning of the level, dive to the water far below.



Climb out of the water and pop the fishies. Follow the pathway to the left, leaping over the sloped part.

The Deck



Slide down the slope near the wall and climb up to claim the Stern Key. Jump back in the water and look for an opening in the rock wall, low and to the left.



Follow the underwater passage to the metallic hull and surface through the small opening above.



Whip out the APs to deal with the onrushing goon, then switch over to the M-16.



Continue in the direction the goon came from and peg the flamethrower from a distance.



Near the flamethrower's ledge are several movable boxes. Begin by pushing the closest box near the others.



Moving the first box allows you to climb up and push the upper box.



Moving the upper box allows Lara to move aside the two left-hand lower boxes, revealing a door. Apply the Stern Key to the lock.



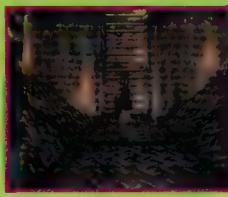
Swim down into the chamber and look high on the wall as you round the corner to the right. Pull the lever.



Back outside, there's more trouble on the flamethrower's ledge. Take care of business and go investigate that area.



Drop through the trapdoor to the hallway below.



Pulling the lever moments ago now allows Lara to climb to the upper ledge and throw the switch.



Return to the previously water-filled room and drop to the dry area below.



Pull out the box and follow the tunnel, climbing up to a new passageway.



In the large pool floats a raft. To reach it, you'll have to drop through a hole in the ceiling high above.



Swim close to the surface, to the left of the raft. There are frogmen in the water and the left-hand ledge is a good vantage point.



When you climb ashore, dispose of the resident goon and gather the Uzi clips from behind his boxes. Watch out for the frogmen!

secret



From the ledge, look for the underwater shadows low and to the left of the raft. Pop a Flare and swim down there.



In the reeds below waits the Stone Dragon. Check the cove to the left as you approach the statuette.



Swim through the low opening in the rock wall and up past the fish to the shore.



Shoot the fish and follow the bluish tunnel. Be ready for action when the walls turn white.



Jump up over the slope and into the white rock tunnel. Blast the goon. Continue straight down the tunnel.



At the end of the tunnel are a Large Medi Pack and a hole in the floor above the raft. Max out Lara's health, then hang and drop to the raft below.



Collect the Cabin Key and Harpoons from the raft, then shoot the pair of sharks before hitting the water to backtrack.



Another shark materializes dead ahead when you approach the low underwater passage. Reverse direction and climb ashore to take care of business.



Backtrack to the white rock tunnel and look to the left, where you dropped the goon previously. Follow the passage.



The passage winds upward for a considerable distance. There's nothing to do but climb.



From where the passage terminates, jump over to the deck and case the joint. There are enemies lurking, so keep your ears open.



On the uppermost level, you can drop into the small hole and collect the grenades, though a goon will be there.



As you descend to the lower level at the front of the ship, more enemies arrive to hassle our heroine. Watch your back.



Drop down to the level of the small pool. On each side of it, around the corners, are niches with Uzi and M-16 clips.



Check the pool itself. Notice the off-colored section in the wall. Swim down into that corner and climb quickly out of the pool.



When you get out, a flamethrower appears.

secret



The small section of wall in the pool opens and a frogman comes out so you can kill him.



When calm is restored, swim down into the short pool passage and take the Gold Dragon.



Once out of the pool, watch your back: more enemies have appeared on the level below.



Drop down to the deck below the pool, then run and jump from the corner of that level to the top of the rock pile below. From there, run and jump to the nearby walkway.



Atop the rock wall, you can see the Jade Dragon off to the right. Leave it there for now.



Run, jump, and grab from the end of the white wall nearest the Jade Dragon. Then Lara can reach the top of the huge orange construct.



Cross the orange metal, then hang from the far edge. Drop and grab the crack, then shimmy left until Lara can pull up.



Run, jump, and grab from the side of the orange construct to the opening in the rock wall across the way. Follow the passage.



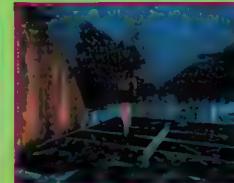
Up the passage is a chamber with several stubby pillars dotting a slope. Cautiously run and jump up the pillars to the top of the slope.



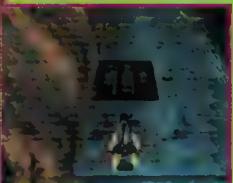
Look sharp when you reach the top of the stubby pillar slope, because bad guys will try to knock Lara back down again. Continue past the battle scene.



The tunnel terminates back above the ship's uppermost deck. Run, jump, and grab from here to the closest corner.



Cross the upper area and look to the left. Jump across the small gap of the walkway below.



Be ready for action when you drop through the trapdoor.



As promised, down below is a waiting thug, as well as ammo for the AP. Follow the hallway.



Pull out the box, then pull it aside. Throw the switch and exit back to the upper deck through the opened door.



Watch your back in the narrow walkway. Hang a right past the door and follow the deck around in that direction.



On that same level of the deck is an opened door. Inside are the lock requiring the Cabin Key and some M-16 clips.



Inside the room opened by the Cabin Key, choose one side of the chamber to approach the stable section of floor, then use the other side for a safe return.



The switch in the room with the mostly unstable floor opens another door on the same deck level. This invites unwanted company to your little party.



Head back toward the narrow passage where you exited the room a few minutes ago. The door across the passage is the one that just opened.



Hang a left at the top of the stairs and follow the cave. Look for the tall pillar behind you at the apparent dead end. Jump and grab it.



At the end of the tunnel, you can look down to the orange metal surface and spy the Storage Key. Drop down and get it.



One loose end to tie up before you head for the Storage Room. Backtrack down the deck levels to the white wall.



From the top of the white wall, run, jump, and grab the crack to the left of the alcove. Shimmy right and pull up to walk through the glass. Take the Jade Dragon.



To exit the Jade Dragon alcove, stand at the edge and jump forward. Don't let the sound of the flamethrowers rattle you.



The hotheads are far below, near the Stern Key door. You don't suppose the M-16 has better range than a flamethrower, do you? Find out.



Jump to the top of the closest box below and head past the Stern Key door to the Storage Room. Apply the key and claim the Seraph inside to exit the level.



TIBETAN FOOTHILLS

Tibetan Foothills

Secret Bonus:

Uzi Clips

Another change of environment for Lara, and another new toy: the snowmobile. First, the bad news: piloting the snowmobile down the narrow paths and across the snowy jumps can be a real pain. It's not the most maneuverable vehicle in the world, after all. The good news is that you can use the new ride to mow down mercenaries whenever the opportunity presents itself, and save a ton of ammo. Note that if you fall into the deep gorge near the start of the level, there's an ice ladder that lets you climb back up the cliff. However, you may find reloading to be quicker.

Tibetan Foothills



As the area opens underneath, look for Miss Muffet's Egg Apple floating down.



Follow the path and jump over the ledge to stay a distance below.



Cross the valley. A large set of rock formations are coming down from the sky. You can jump to the right and avoid a pileup.



Look down to the river on the left and the second set of boulders and boulders are passing. Cross the cave and follow the passage.



Run and jump through the rocky opening to the valley below. Turn to the right in midair.



Jump to the right boulders. Use them to deposit Lara on a safe ledge. Follow the path.



Expect more bird attacks. If you cross the large rock area.



Attack the gargoyle using your rock and water options to stay out.



Jump from the edge of the cliff and onto the ledge below.



Jump and run down to another ledge below and land yourself in the opening.



At this point, jump and the go up the ledge as well as shoot down the cables. Climb up.



Attack the gargoyle using your rock and water options to stay off the downward route.



Since the boulders above are visible and this should be able to run around them for they fall.



Run and jump to the next ledge. Try not to be around boulders. Across the path, you can see a Large Medi Pack.



Run and jump across the gorge and Large Medi Pack. Turn right at the end and climb up the large ice steps.



At the top of the ice steps, turn right and follow the path that has the same way. Look to the right.

Tibetan Foothills



On a small, led ledge in front of the Red Sky and Silver Dragon.



Jump off the snowmobile just ahead from the cage. Then head to get off the ride to dispose of unwanted company.



Now take option into a large wave involving down a snowy slope.



Once the snowmobile is over the hill in full motion, turn your speed below full throttle to avoid injury.



After you've passed the slope with snow, you'll round a sharp turn. Make sure to keep your speed slow enough while in motion, as the background characters help out the landing.



The last part of the Red Sky and Silver Dragon mission is to get off the snowmobile and land on the ledge.



Once you've crossed the path, hit the ledge and begin to set up your landing by following the snowmobile to the left of the structure.



Get off the snowmobile and land the homing packages on the hill after the snowmobile has landed. Now the other assault units return to the hill.



Once the snowmobile is on the hill, all the assault units are here. You have to take out properly from the hill because you can't go in that direction in midair.



Jump off just beyond the snowmobile and follow the curve. Command them and fire planes like this lead to the rightmost nest.



At the end of the right-hand trail, all the Commando units are here. Shoot them out and land in a safe position.



There's an incoming homing missile. Use the assault units to destroy it and then land in a safe position.



Official assault with the last part of the mission. You have to get rid of the assault units.



The end of the mission is here. Commando units are here and you have to shoot them down. Then take the snowmobile down the hill and line it up with the long ramp. Squash the bad guy.



Commando units are here. They're thought to shoot the ramp.



When the ramp comes out, the snowmobile is going to the ramp, then hop off and out to the ramp.

Tibetan Foothills

Secret

Run, jump, and grab over to the ledge near the big ramp, and claim the Jade Dragon. Cap the kitties before jumping back to the ramp.



Go full throttle up the ramp and Lara arcs across the void to the cave on the far side.



Inside the cave, you'll need nerves of steel to pilot the snowmobile between the pit on the left and the snowballs that roll down from the right.



Once again, you'll need speed to get past the snowballs. Alternatively, you can try to coax the avalanche down on foot, backflipping out of harm's way.



Get off the snowmobile when you've crossed the hill and jump to the slope above the ice ladder. Grab the edge and climb down.



Drop and grab the edge of the cave from the ice ladder above and pull up. Take the Drawbridge Key and drop into the passage at the back of the cave.



Get out those Uzis in the tunnel below the cave and blow open the ice wall concealing the bad guy. Continue with caution.



You'll have to dash in a quick arc in the direction of the switch to coax down those icicles. Hit the switch and exit through the gate.



In the far left corner of the valley is a small hole with Grenades in the bottom.



Expect more kitty trouble when you exit the Grenade hole. Climb the ledges and ice ladder back to the cave opening above.



Get back on the snowmobile, and follow the trail to the main area with the icy floor. Don't stop at the switch by the gate. Really.



The Drawbridge Key goes in the hole near the gate because it allows Lara to cross the gap with her snowmobile.



Across the drawbridge, get off the ride and coax out the avalanche on foot.



Make sure you work your way down to the end of the path to get rid of all the snowballs above.

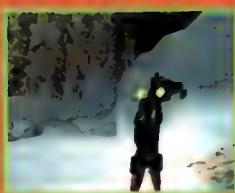


Having defused the threat, get back on the snowmobile and proceed slowly down the path. Following the major shake-up in the cave, ride along the right-hand ridge to get past the pit.



Return to the large open area, which has undergone a snowy transformation. Approach the Hut Key, in the snow on the left, with caution.

Tibetan Foothills



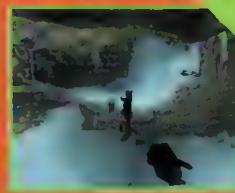
When you go anywhere near the hut, keep a heavy snowmobile with a toy of his own: a heavily armored snowmobile. Use the Uzis, and try to stay mobile, or he'll mow you down.



Hill Key (100%): Headed for Lara's ride. Use the heavily armored hut. You need to use Lara's ride because the armored version is too heavy to make the big jump.



Look near the mountains, jump the cliff and the last section of the instant ramp.



Finally, a little jump will take you to the side of the hut. Continue to the hut.



Insert the Uzi into the Uzi clip and collect the ammo and Small Medi Pack before throwing the switch on the wall.



Move the switch in the hut and then outside as a crowd of criminals comes from the opening near the mobile and put a dent in your Uzi clip supply.



Follow the entrance to the dark cave. Jump down to the floor, and immediately climb the ledge on the left. You may want to whip out the M-16.



Another crowd of criminals is roaring in from the left, but it'll take a minute for you to get off that ledge. Make sure his time runs out, and the ride is yours.



Follow the trail to the pit and notice the ice ladder leading down. The heavy snowmobile can't make the jump.



Take the ledge to the left of the pit to make it past and then down the ladder into the pit.



Drop to the middle of the snow from the bottom. Jump immediately to the right to avoid the instant kill trap and then the quick Dragon. Climb back up.



Now you're in the middle of the snow. You can't get past the snow, so you'll have to go up to the top of the cliff and then be a hero. Get a Medi Pack.



Push the block in the wall twice and jump into the small cave as soon as possible.



There is a pair of mercenaries off to the right. If you try to push the block all the way into the room before taking action, they pretty much cut our heroine in half.



Take care of the sniper on the ledge below, then go back for the snowmobile. Ride it over the cliff and into the pool. Climb out and follow the path to exit.



Tibetan Foothills

BARKHANG MONASTERY

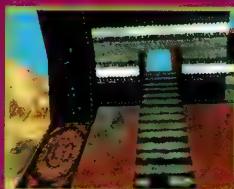
Secret
Bonus:

M-16 Clips

The Barkhang Monastery would be the most complex level in the game were it not for the Temple of Xian. The idea is to collect five special Prayer Wheels scattered throughout the monks' home, and then use the Seraph to enter the Catacombs of the Talion. Barkhang is all about puzzles, as the resident monks will assist you in combating the mobs of mercenaries hot on Lara's trail. Just don't accidentally tag a monk, and they'll be on your side, taking care of most of the dirty work in fine style. If you do shoot a priest, you have to reload: all of the monks will turn against you.



Follow the passage and enjoy the show. The monks generally make short work of the mercenaries, so save your ammo.



Climb the tall ladder in front of the monastery, wary of the resident crow population.



Jump from the ledge at the top of the ladder to the small space nearby, and from there to an upper pathway.



Dispose of more crows en route to the top of the rock pile.



Jump to the slope, slide, and grab the ledge below.



Drop down below the slope and grab the crack, then shimmy right to a walkway near the monastery.



Shoot open the window and head inside. Hang a right into the hallway.



From the hallway intersection, the left-hand route leads to the main hall. Straight ahead is the Strongroom.



Duck into the first doorway on the left in the direction of the main hall, then roll and head for the Strongroom.



Near the locked Strongroom, mercenaries and monks do battle. Check the ledge outside for Grenades.



Double back toward the main hall and head through the first doorway on the left. Climb the tall ladder.



Up above the main hall, take the Main Hall Key from the small platform.



Continue along the upper pathway to the right of the huge statue.



Drop down from the end of the upper walkway and watch out for the boulder that rolls down the sloped hall.



Where the first hallway intersects another, expect more boulder trouble.



Hang a left and head up the passage.



The small blue pool has a strong current. Swim low along the wall to the right, and try not to bump into anything or you'll lose some momentum.



It takes some time, but it is possible to defeat the current and reach the underwater opening.



Follow the path and drop to the water far below. Pop a Flare, and pass through the bladed doors.



Up the ladder from the watery hall of bladed doors, a lone monk attacks a mercenary.



Be ready to mop up if the battle goes poorly. When you enter the antechamber, another bad guy appears inside.



When the second thug finds the floor, jump over the inoperative fixtures, and claim the first Prayer Wheel.



When you take the Prayer Wheel, the burners come to life. Jump between them to make your escape.



In the outer room, move the boxes aside to reveal a passage in the wall. Lara can use this to backtrack toward the main hall.



Follow the walkway back through the main hall. Hopefully, the monk already took care of the mercenary.



Watch your step heading back down to the Main Hall Door: that tall ladder can be a killer.



Insert the Main Hall Key into the lock near the large double doors and venture inside.



Head straight for the large statue and a fight breaks out behind you.



With so many monks in the area, the mercenaries usually get kicked pretty hard. Gather their goodies.



On one side of the main hall is a pair of passages. Check the hallway on the right.



Run and jump over the blade in the right-hand hallway, and enter the room on the left.



Thank the monk for guarding the Strongroom Key, and jump back over the single blade in the hall. There's no reason to go any farther down the passage.



Head back through the main hall. Remember that the Strongroom is back down the wide passage and to the left.



In the Strongroom is nothing but the Rooftops Key. Pick it up.



Head back toward the main hall and check the doorway where the blades roll back and forth. Go inside.



Hug the left-hand wall to the corner of the room and time your run toward the Rooftops Key Door. Follow the passage beyond.



In the area above, there's a switch that will shut off the burners for a short time. Whether you shut them off or not, however, you need to jump them exactly the same way.



Stand and jump forward over the burners until you reach the intersection.



Head down into the open area on the left, angling toward the opening on the left as mercenaries appear behind you.



There are monks around the corner that will come to Lara's aid when you round the corner to the left.



Be ready to lend a hand because this battle often goes badly for the monks. You can climb the ladder on the left to snipe and also collect more M-16 clips.



When things die down a bit, throw the switch on the pillar and drop down to the area below.



Blow open the glass case and take the two Gemstones. Throw the switch and climb back to the upper area. Return to the hallway, and take a left.



Farther down the burner hall, place one of the Gemstones in a fixture. The huge golden door slides inward.



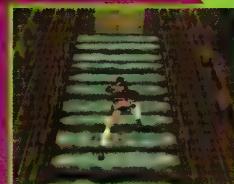
Go inside the small chamber, and pull out the box on the left.



Behind the box is a second Prayer Wheel. Grab it and head back to the main hall.



Back in the main hall, investigate the passages on the left.



Climb the tall ladder up to a level near the hands of the huge statue.



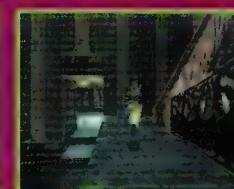
Run, jump, and grab the upturned palm of the statue from the ledge above the tall ladder.



Now climb up the hand with the burner, and run, jump, and grab the top of the statue's head. Cross over the head, then jump and grab from the hand to the niche.



Place the second Gerystone in the fixture high above the main hall, and a trapdoor opens below the statue. More on that later.



Run and jump back to the statue, and slide down its front. Follow the upper walkway around the statue's base to the rear.

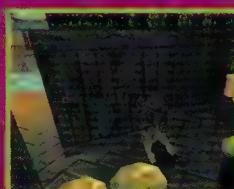
secret



Jump up the slope behind the huge statue, and take the Gold Dragon from the alcove.



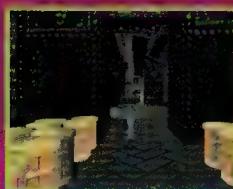
Down the wide hallway near the base of the statue, enter the doorway on the right.



Inside are several movable boxes. Manipulating them fully probably isn't worth the effort. You can stand beside the barrels to push the first box you need to move.



With the boxes arranged this way, you can collect AP ammo from the floor and Harpoons from on top of a box near the wall. You'll have to move the one box from in front of the door eventually.



Follow the dim passage past the barrels.



In the narrow passage, run into the pit and grab the ladder to make it safely across. Try to keep that route in mind for the return trip.



In the interconnecting hallways, head up the stairs and shoot open the window as mercenaries close in from behind. Bail out the window, and don't shoot any monks below.



In the courtyard below, throw the switch on the wall and the monks run off to take care of business. Throw the switch again to close the door behind them.



Climb the series of tall ladders leading up from the large courtyard.



In the upper chamber is the third Prayer Wheel. Take it and return to the courtyard far below.



It's best to be prepared for trouble when you reopen the door in the courtyard, although sometimes the good guys do win.



Back across the ladder pit, return to the broad passage and look to the right.



Head all the way to the end of the hall and duck inside the narrower passage on the left before the monks leave the vicinity.



A melee ensues. Stand by to mop up and collect valuable prizes.



Through the narrower passage at the end of the wide hall waits an impressive gauntlet. The burner will be extinguished if you walk slowly forward.



Sticking close to one wall, run forward as the spiked obstacle begins to swing away. You may take a nick, but you'll drop into a safe hall.



Climb out of the lower passage back in the direction of the swinging obstacle. You need to repeat the trick, this time taking into account the rolling blade.



Climb out of the second safe lower passage to the area beside the rolling blade.



Run past the last blade and grab up the Trapdoor Key. At least that's over ... or is it?



If you follow the nearby blade back down the hallway, you can duck off into a small alcove when the trap reverses.

secret



Once the blade passes by, run to the end of the hallway and make a left, but don't go too far. There are two sets of bladed doors to roll through to reach the Jade Dragon.



Now return to the room where you found the Trapdoor Key moments ago and continue in that direction. Slide down into the pool.



In the large pool, swim past the underwater ladder and look for a small opening high on the right.



Secret



Inside the small underwater tunnel sits the Stone Dragon. Climb out of the large pool and backtrack to the huge statue in the main hall.



Now's the time to enter the chamber below the huge statue and drop through the Trapdoor that opened when you placed the second Gemstone in the fixture.



Follow the passage beneath the statue.



In the small pump room, throw the switch to open the door nearby.



Through the open door, jump over the slope on the left and push the box, cutting off the water flow.



Double back through the pump room, and slide down the slope to the dry chamber. Push the box aside and take the fourth Prayer Wheel.



The Trapdoor Key goes in the lock in the main hall. Drop down into the area below.



In the area below the unlocked trapdoor, loop to the left and throw the switch on the wall. When the battle concludes, check the path in the opposite direction.



Follow the path through the rocks and look for a hole in the wall where it terminates. Climb the ladder to the walkway above.



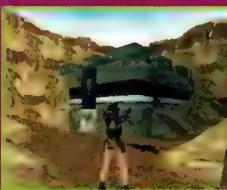
Approach the bridge along the upper pathway with caution.



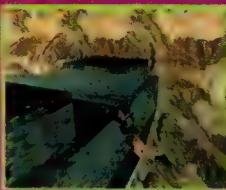
Roll just inside the rock opening, leading to the bridge, and peg the crow that appears behind Lara. The trick is to coax out the crow, but not the mercenary.



Approach the bridge with the M-16 at the ready, and punish the criminal that appears. Take his clips, and it's a net gain.



Aim with care near the small building: you want to take out the pair of crows without inadvertently tagging the resident monk.



Jump from the rock ledges to grab the roof of the building, and drop through the opening there.



Barkhang Monastery



Take the fifth and final Prayer Wheel from inside the building, and be ready for action when you exit: a monk and a mercenary are battling outside.



Backtrack all the way to the huge statue. There's an open room to the left of the statue's base.



Place all five of the Prayer Wheels in the fixtures around the room, and the huge double doors open.



Now take the Seraph that you collected at the end of "The Deck," and place it on the huge golden fixture. Exit through the door that opens nearby.

CATACOMBS OF THE TALION

Secret Bonus:

Grenades,
M-16 Clips

The Catacombs of the Talion leads Lara in the direction of the Ice Palace and a major showdown. The puzzles are relatively complex, and the place is absolutely crawling with those nasty snow leopards—huge packs of them. You almost have to use the Uzis on those kitties because the pack moves so fast. You can use the M-16, but it requires stable looting, which is not always an option.



And still as the level gets underway, you'll have to avoid the stairs and risk beginning with a quick de-



Up the stairs to the side, and watch out for the second of lethal陷害 en route to the doorway.



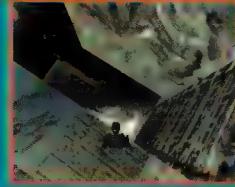
Jump a set in the chamber with the steep slope, and jump to grab the crack in the wall.



Shimmy right, and pull up onto the ledge where space permits.



Behind the ledge are a pack of Flares and the Stone Dragon. If only it were all so easy.



Use the crack to shimmy back to the spot above the ledge, and look down the ladder. The yetti below is most likely stirring.



Climb down the ladder until the yetti is freaking out directly below Lara. Use the jump command to backflip from the ladder, and apply the Uzis liberally.



The switch in the lower chamber opens a door across the steep slope. Climb the ladder back up.



From the top of the steep slope, you may be able to pick off the snow leopard that comes out to play. (If only it were all so easy.)

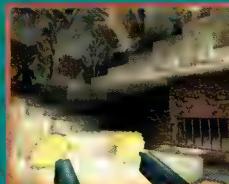
Catacombs of the Taltion



Slide down the slope, and jump from the very bottom to grab the distant walkway. If you couldn't kill the kitty from above, that's him on your left. And don't use the stairway!



The large adjacent chamber is dominated by a blue pool. The object is to get the mask out of the cage on the left. Take the stairway down and get those Uzis out.



As you reach the last step, bad men rush from the entrance at the top of the stairs. Open fire, and keep firing until the first target drops. Pause to relock your sights and go again.



Gather the Uzi clips and Large Medi Pack from near the bodies, then jump over beneath the ledge. Don't go too far up the slope.



Walk forward up the slope; it's too steep to walk. The boulders are released from above. Jump backward.



Lara should land safely on the ledge with the mask in the cage. One nasty trap defused. Drop down to the slope, and then down to the floor of the room.



Past the pool is another pair of leopards. Try not to backflip into the pool. Look to the right, and there's an opening in the wall.



Down below is a Small Medi Pack. You have a nice view of the Ice Palace from here, too. So close, and yet out of reach for this level.



Head back to the pool room and climb the ledge near the entrance to the hallway. Run and jump across the room to the ledges there.



Run down the collapsible plank until Lara hits the wall, then jump and grab the ladder. Climb to the very top.



Jump from the top of the ladder, and Lara backflips to the ledge. Throw the switch to open the cage.



Slide down the slope, and use the backflip trick to reach the Tibetan Mask. When you reach it, the blue pool drains.



Hang and drop down into the passage below the pool, and use a Flare to make sure you don't fall into the pit. Follow the hallway.



Place the Tibetan Mask in the fixture and the gate rises. Put away those guns and proceed with extreme caution beyond the gate.



Hang a left just through the gate, and use the forward and action commands to climb the wall ahead of the avalanche.



Now whip out those guns and begin putting a serious downward trend in the local cat population. You'll need to use the Uzis to kill them all quickly.

Catacombs of the Taltion



Don't sweat the final set of boulders near the huge doors. Climb to the low left side of the stairway, and jump and grab to the ledge. Drop down into the area beyond the wall.



More kitties. A lot more. Watch your back when you go to check the icy pool.



As you step onto the icy surface, more felines roll in from the pointed passage.



Keep those guns handy and explore through the pointed passage, ready to backflip and open fire. Through the passage is a snowcapped pillar to climb.



In the dark pool behind the pillar is a second Tibetan Mask. Climb back up the snowcapped pillar with caution.



Drop down from the pillar and get mobile: a pair of mercenaries has appeared in the open area or perhaps is pacing in the pointed passage.



Backtrack with the second Tibetan Mask past the huge doors and around the corner to the right.



Beside the closed door is the fixture for the second Tibetan Mask. You'll also see a ladder to the left and Grenades on an overhead ledge.



Inside the huge dark chamber, ignore the screams of the caged beasts and hug the left-hand wall. Jump across the small gaps to reach the switch that opens the cages.



It takes the yetis forever to get up the stairs and over to Lara. Open fire with the Pistols, then bail off when they get close and open fire again. Stay mobile in the large area.



Invariably, a yeti or two lingers in the cages below. Be ready to whip out the Uzis and gather the goodies on each side of the room.



Throwing the switch also raises small gates, allowing access to a dark antechamber. Pull the movable block over and shove it beneath a gate, like so.



Collect the Grenades from one short dark hallway, and throw the switch to open a door back above the icy pool. Backtrack with extreme caution.



Outside the room of yeti cages, several mercenaries stage a merciless ambush from the left. It might amuse Lara to lob five or six Grenades into the crowd from a distance.



Up the ledge past the huge doors, a long suspension bridge arcs up toward a wailing avalanche. Run through the opening across the second bridge and hang a hard left.



There's a small ledge just to the left inside the opening where Lara can stand to avoid the storm. Continue to the ledge above.



Run, jump, and grab from the upper area to the nearby ladder, then climb to the upper chamber. You have to drop in the pool, but you'll want to exit immediately.



Do a little Lara-style ice fishing, then go swimming. Stand in the right-hand side of the opening in the wall. Wade and climb ashore on the right near the wall.



The path along the wall is fraught with icicles, but don't swim through the entire cavern. Swim and climb ashore on the small white ledge between this cove and the next area.



From the ledge along the right-hand wall, you can see through into another cavern. Walk forward to the edge, then turn around and look up.



Climb the ladder to the chamber above. You'll see a sliding slope on each side of the top of the ladder and a statuette in a small room.



Move to the far left at the top of the ladder and drop. Use the jump command as Lara falls, and hold it until Lara can safely slide to a stop. Claim the Jade Dragon.



Jump to grab the ladder, and swim to the block near the door. Climb up on the block, and run and jump to grab the very bottom of the distant ladder.



Climb to the upper right corner of the ladder and use the jump command to backflip.



Throw the switch on the ledge to open the door below. Drop to the water away from the door, avoiding the block.



Look to the left as you enter the new area, and cap another leopard. Throw the switch on the small pillar and turn left on the outside ledge. Drop from that corner.



The switch on the small pillar opens the huge doors. Don't be afraid of the last row of boulders. Jump across to the ledge above the pit.



You could run and jump across the pit, then snipe from above. Or you could face the boulders and drop backward into the hole with your Uzi drawn.



There's a mess of kitties to kill below. Roll when you hit the sinister switch, and notch a leopard kill with the Shotgun. Clean house, and backtrack across the pit above.



If you go onto the sliding slopes toward either set of snowballs, they'll come rolling down. Leave the wide slope alone. Stand at the base of the narrow slope.



Jump forward at the bottom of the slope, then jump again as you slide. Fall off to the left, or perhaps leap over the avalanche as it rolls down. Ouch.



The snowballs knock open an adjacent chamber. Inside, you'll use the right-hand pad to open the level exit. First, there's that last statuette to claim, though.

Catacombs of the Talion



Now you've got food, press the code and climb into the doorway that you just created. Head back to a room in the catacombs.



At your current height, with the ladder on the floor, turn and check the wall on the left. There's a hidden wooden ladder to climb. Climb up onto the ledge above.



SECRET
Take the Gold Dragon from the ledge above the spiked room, return carefully to the floor and walk to the second door. Walk back through the first door if you miss the pack.



Stand at the edge of the ledge in the second door, which opens as you approach. Jump forward from the ledge, then jump forward again over the doorway.



Now do the present just the other way back over the embossments, and back to the ledge of the room by open door and run straight across the room...



Then run to the end and stay there only a short time, to you have time. But there's a deep hole just inside the door, so you have to be prepared to jump it.



Jump and grab the ladder located inside the timed door, and climb down to the passage far below. Follow the corridor to exit the level.



ICE PALACE

Secret Bonus:

Grenades



Shoot the bell in the small chamber, and the door opens.



Ignore the screaming yetis in the cage above and be careful going near the wooden springboards. They can be deadly if used improperly.



You'll see a double-wide pad in the direction of a gate and a single to the right. Avoid them for now and loop around the corner to the right.



Run onto the small springboard in the wide dead-end hall, and Lara pops through a hole in the ceiling into the upper area. Grab the Large Medi Pack.

Ice Palace



Back on the floor, run toward the bell and onto the small pad. It might be worth using six or seven Uzi shots to make sure you hit the bell the first time you spring.



Shooting the bell opens the first of two large black gates below. Run onto the double-wide pad in the direction of the remaining gate, and lean forward to land on a high ledge.



On the high ledge, check the drop to the ledge just below. Grab the Uzi clips and hit the switch to release the yetis. You want to drop down a single level to do battle.



The yetis are released at floor level, giving Lara time to chip away with the Pistols from above. When the monsters get close, drop down to the floor and keep chipping.



Return to the second tier via the stairs and check the hallway that opened up when the yeti cage fell.



Check the far end of the barred passage, where it turns to the right, and a yeti comes out in a disturbing hurry. Hop backward and apply the Uzis. Definitely the Uzis.



In the small chamber upstairs, throw the switch to open the shutters nearby. Backtrack down the barred passage, past the point where you found the Large Medi Pack.



In the barred passage, there's a hidden movable block in the wall near where you found the Large Medi Pack. Pull it out and aside.



The huge chamber appears empty. In the distance, you can see a shiny statuette. Perhaps there's some way to fill the space with water? Or a ladder to climb?



From the center of the high ledge where you pushed the block aside, stand facing the pillar and step off into thin air. Cross the invisible walkway, and take the Gold Dragon.



Back on the floor outside the remaining black gate, run onto the small springboard in the direction of the open shutters above. Lean forward to land safely.



On top of the shutter, hop and shoot the bell. The second black gate opens.



Jump to the slope above the gateway, and grab the edge to drop safely to the floor. Yes, another springboard! It's the last one for a while, but it's a doozy.



Run onto the pad in the direction of the right-hand wall, and use the action button as Lara soars high into the air.



You can grab the edge, but the slope above is too steep to stand on. Pull up, and jump immediately. Keep jumping back and forth, and lean to the right.



At the far end of the sloping space is another bell to shoot. Get out those Pistols and do the deed, then lean to the left, back the way you came.



Just keep leaning left and eventually you'll reach a flat ledge. Climb through the open gate and up the ladder to a ledge.



Run and jump from the edge of the ledge to the walkway and Lara will hit it squarely. Have the APs out, and chip away at the charging yeti. He'll drop.



Take the Flares from the block and check the yeti's tunnel. There's a white tiger living there that you can get the drop on if Lara quickly climbs the left-hand ledge.



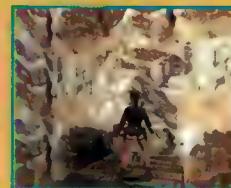
Check the short path off the safe ledge and cross the tunnel. There are two openings in the wall. Take the dark one on the right.



Light a Flare, and jump up the slope to secure the Jade Dragon. Return to the tunnel and proceed with caution.



At the end of the yeti's tunnel waits serious white tiger trouble, but at least it comes in two waves if you move slowly into the large cavern. You may be tempted to use the M-16.



Climb the box in the white tiger cavern and take the Tibetan Mask. Back in the yeti's tunnel, a door in the hallway near the dark path has opened.



Through the open door, drop down into the barred passage, ready for immediate action. Take the Large Medi Pack at the far end of the room.



Toss a Flare or two below to make sure Lara doesn't jump down into a spiked section of the floor.



You pretty much have to stand and deliver in the small, dark chamber or risk inglorious impalement. In one corner of the room is a significant AP ammo stash.



On the outside ledge are a Small Medi Pack and the fixture for the Tibetan Mask. The door to the bridge outside opens; do be careful getting off the ledge.



Run and jump off to the left of the bridge and gather Flares, then run and jump back to the bridge and span the distance.



Inside the cavern, you reach a ledge high above a familiar area. You'll find a switch on the wall.



Throw the switch, and an impressive amount of molten lava melts a hole through the icy top of the pool.



Expect immediate tiger trouble when you drop down to check the pool. Watch your back.



Check through the pointed passage. There are Uzi clips on the pad where you grabbed the Tibetan Mask in the previous level.



There are also Shotgun shells in the outer area through the pointed passage.



Down in the pool that the lava melted through, pass by the gong hammer for the time being and swim through the hole in the wall. Hug the wall on the left in the new chamber.



Wade up onto the shore near the wall, and avoid the icicles while chipping away at the yeti. Go with APs and step back into the water if a frosted freak gets too close.



Return and grab the gong hammer, and fish arrive from the direction of the yeti chamber. Consider climbing the right-hand ledge through the opening to take care of business.



There are passages to the left and right up from the pool. Expect yeti trouble when you approach the left-hand cave.



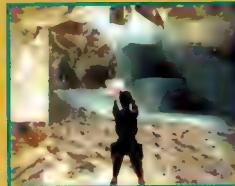
Pull up to the ledge in front of the cave opening and immediately step back as icicles fall. Pop a Flare, and head inside.



When you approach the ice wall, another jolly snowman comes caroling Kill it and grab the Grenades on the other side of the wall.



Backtrack to the right-hand tunnel up from the pool and get out the Pistols.



A yeti comes rumbling down the stairs in the tall chamber. If you have the Pistols out, you can peck him to death just before he reaches our heroine.



Up the ice blocks, the wide passage opens onto an impending avalanche. Step close to the end of the hallway to coax out the first batch.



Hang a left in the opposite direction from the wall of snowballs and run for it. You need to veer over toward the far wall to jump safely to the snowy ledge.



Follow the short passage and note the opening to the right in the far wall.



Slide backward down the slope and shimmy left to near the far wall. Pull up and jump immediately from the slope.



Lara should backflip to a safe ledge, beyond which the passage continues.



At the tall ice wall, run and jump to grab anywhere on the climbable surface, preferably directly below the high opening.



Max out Lara's health and hang from the ledge above the huge gong. Drop down and readjust your health once more.



Ice Palace



Give the gong a mighty blow with the gong hammer, and the doors to the Ice Palace are shattered open. Don't go inside just yet.



Slide down the front of the Ice Palace and cross the huge snowy field, veering toward the far left corner.



Past the huge pillar in the far left corner of the snowfield is a ladder to jump and grab. Pop a Flare, climb down, and turn to the left.



Throw the switch in the dark passage below, and the small hut beside the Ice Palace opens.



Climb back to the very top of the ladder and backflip to the flat section of snowfield. Check the hut.



Take the Jade Dragon from the opened hut and exit to the left, across the front of the Palace and to the far side of the snowfield.



Climb the low icy ledges and follow the rough trail to a doorway. There was ice blocking the Palace portals until Lara struck the gong.



Inside the Ice Palace lies the Talion. When you take it, you can expect the Guardian of the Talion to come crashing out of his cave outside.



Exit back to the low snowy ledges outside. The Guardian is bound to come within range to investigate, but he can't reach you as long as you stay on the ledge.



Inside the monster's cave are Uzi clips and a Large Medi Pack.



You probably won't have time to get both the ammo and the Medi Pack from the cave in one trip. Go for the ammo first and maybe you'll decide against a return trip.



Killing the Guardian with Pistols saves mucho ammo, and the snowfield is a tricky area. When the Guardian finally falls, the level ends.

TEMPLE OF XIAN

Temple of Xian

Secret Bonus:

Uzi Clips

This is the big daddy of *Tomb Raider II*: one long, grim trip to another dimension. The Temple is twice the size of anything you've seen previously, and the puzzles and traps are downright diabolical. You'll need to be on your toes from the very start in order to get the first secret statuette. And the level is littered with out-and-out red herrings: sucker ploys designed to make you waste time and energy. The Large Medi Pack at the top of a certain ladder comes to mind. Stay focused, and be precise about each action.



Temple of Xian



Pop a Flare and follow the ornate passage. Stop when the camera angle changes.

secret



Shimmy to the left and collect the Gold Dragon from the small niche high above the water. Life is good.



Tiger trouble comes from the left as you approach, then from the right as Lara ascends the wide stairs.



With the Harpoon Gun at the ready—just in case—swim back to the adjoining chamber. Climb the ladder above the ledge and whip out the APs to splat the spider.



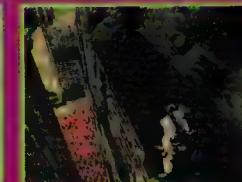
The Dagger of Xian sits on the small dais. You won't be seeing it again until the end of the level. Walk straight toward the dais and fall through the trapdoor.



Dive off the ledge and ride the current. Notice the pretty fish and the ledge, lock, and ladder combo in the lower pool. There are two openings underwater.



Circle to the left of the entrance and run onto the springboard in the direction of the Temple. Lean forward to land on the roof.



Be wary of spiders as you explore. Hang and climb down to the bottom of the ladder, then drop and grab the ledge below.



Let Lara fall: there are only two moves to perform. The first is to jump the blade. Next, early in the wide water hall, jump backward. Lara leaps and pivots in midair.



Face the falls from the center of the lower pool, then turn to the right. Swim down and to the right to avoid getting caught in the current. Hustle ashore to cap the killer koi.



Follow the rooftop ledge around to the far side, and throw the switch to open a grating back above the ledge, lock, and ladder combo.



You can see the Stone Dragon below, but don't try for it from here.



As Lara slides out of the tunnel, grab the edge of the waterfall, and perhaps spy a hint of gold.



You swim ashore facing the lower entrance to the Temple. Off to the right is another portal—the Silver Key Door. Head toward the temple entrance, Uzis ready.



The Automatics are sufficient to peg the arriving eagle. The fall from the roof can be painful: hang and drop onto one of the raised platforms near a corner pillar.



Shimmy to the left and pull up, wary of spiders. Follow the walkway.

Temple of Xian



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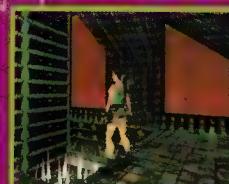
Climb down the ladder around the corner and drop to grab the ledge below. Pull up and defend yourself along the walkway.



From the lowest level above the deadly pit, you can grab the ledge and shimmy right along the crack. Claim the Stone Dragon and backtrack along the crack.



Jump and grab the ladder from the lowest walkway and climb up to the opening in the wall. Follow the passage.



Climb up onto the wall and work your way to the upper right-hand corner of the surface, below the crack.



Grab the wall in the upper right-hand corner, jump from the wall, then quickly jump again from the sliding slope. Walk across the top of the wall.



On the far side of the wall is a collapsible plank. You need to run to the far end of the tiles, then stand still.



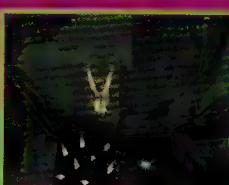
As long as Lara is standing still—not running forward—she'll drop straight down to the top of a pillar below.



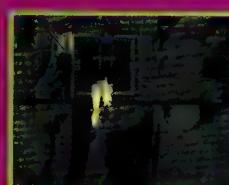
Take the Shotgun shells, and run and jump to the opening. This trap is a real bear, so expect to try it a couple of times.



Inside the opening is a sliding slope down to a pit of spikes. You need to jump from the slope, slide on a second slope, and jump from there to grab the ledge.



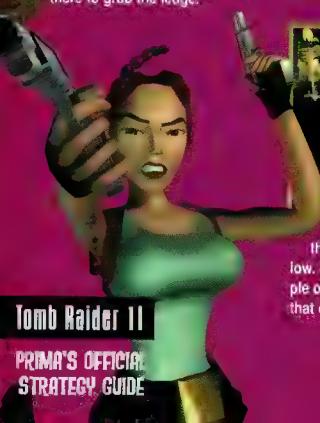
You wind up grabbing the ledge above a pit of spikes. You'll have to climb up to descend safely for the Grenades below.



There's a switch on the dark upper ledge that opens the huge doors to the Temple. Follow the upper passage to backtrack by dropping into the water.



Ominous as it may seem, there's nothing to fear immediately inside. Go and see.



Take the M-16 clips from near the statue only if you're running low. Otherwise, you can wait a couple of hours and not have to hear that darn sword the whole time.



Climb into the passage and follow it to the ledge above a lava-filled room. This is another of those sliding-slope puzzles.



Run and jump to the first slope directly across from the entrance, and slide forward toward the lava. Jump, then slide down another slope.

Temple of Xian

11



From the second slope, you'll have to jump to the slope ahead, then jump twice very quickly and grab the ledge. Pull up and cross the rocks.



Run, jump, and grab across the pillars above the lava, and enter the short hallway. When you go for the switch, the floor drops out. Let Lara fall.



Lara will slide down a slope and drop into a deadly trap. Don't stop for the Small Medi Pack on the path because there's no time.



Drop to the walkway and run straight ahead to the switch as spiked walls close in. Throw the switch, roll, and run back down in the opposite direction.



It's tough to make it inside the door without taking at least a nick—just try to make a clean run and minimize the damage.



Follow the passage and get off the slope as the metal ball releases from near the top. You can climb or simply roll and run.



Watch the ceiling and avoid the rolling menace. You can climb past the second one off to its left.



On the walkway near the ladder, you can coax out the final sphere by running at an angle in front of it and off over the edge of the ledge.



Pop a Flare in the dark chamber up the ladder, and be ready to roll and grab the Shotgun when you flip the switch: a tiger appears directly behind you.



In the passage that opens just above the floor of the dark room, you can hang in the corner to avoid the blade below. Drop down.



The rolling blades are pretty to look at, but deadly to touch. Cross the room all the way to the far wall, then turn to exit on the left.



Out on the ledge, expect an aerial assault upon Lara's arrival. If you fall off, a hall opens that allows a quicker backtrack.



At one end of the rafter area is a button. When you push it, roll and run immediately to jump to the nearby rafter.



There's no time to hesitate if you want to make it through the opened double doors, which are on a tight timer. Run and jump along the rafters to the far end of the room.



Cross the walkway, paying attention to the shadows below: judge the safe areas between the spiked obstacles, and run past each along one side of the ledge.



Temple of Xian

Temple of Xian



The buttons on each side of the exit begin an involved gauntlet. Start on the right, then jump left and press that button. Turn to the right and run into the hall.



Keep running straight down the path as the floor falls away behind you and then a boulder is released.



The camera angle shifts around to more forward view as you near the end of the run. At that point, you'll want to tap the camera button to change the view, but keep running.



Jump from the end of the runway and grab the ledge across the lava. There waits the Dragon Seal.



From the Dragon Seal ledge, turn and jump off to the right, with the statue on the left. Climb the ledges and collect the AP ammo en route to the dark room.



Watching out for spiders, throw the switch in the dark room to reconfigure the pillars in the lava. Exit out the opposite side of the dark room.



Make your way down the ledges to the walkway at lava level. Run and jump to the farthest of the small platforms along the right-hand wall.



From the last of the low platforms, you want to run and jump to the slope near the block so that Lara sliding forward. Jump from there to grab the ledge.



... and pull up prepared to slide, then jump and grab the top of the pillar beyond.



Run and jump to the tall pillar near the wall, and then to the low platform below. Beyond that is another lovely springboard.



Stand in the center of the low green block and jump forward to the springboard. Lean forward to land on the ornate slope as a sphere releases up above.



Quickly step back and off the edge of the slope, grabbing hold to hang above the lava as the sphere rolls overhead. Climb back up.



When you jump forward to the second low pillar, another sphere is released. Line up so that you can quickly backflip to the safety of a first flat spot.



Once the two spheres have been dealt with, you can cross along the flat pillars un molested. Look down on the far side of the slope. You'll see another springboard.



Slide forward down the slope, and lean forward off the springboard to reach the high rafter. There you'll find the level's third statue.

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Temple of Xian

13



Run, jump, and grab the edge of the rafter across the room and collect the Jade Dragon. Perhaps you can begin to lean on the Uzis a little.



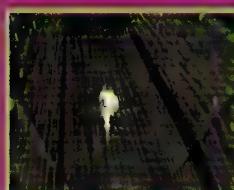
Run and jump back to the slope above the second flat pillar and climb the flat tops to the upper right-hand corner of the area.



Drop the eagle, then run and jump over to the portal. Full out the box and push it aside.



Throw the switch on the wall and drop down into the hole that opens.



While running down the slope, a sphere is released behind Lara. The safe turn in the hall is on her left; the right-hand side of the screen in the long view.



Return to the rafters and try to take out the tigers from above. Drop down to the floor. Now's the time to take those M-16 clips if you didn't before.



Place the Dragon Seal in the fixture and the nearby door opens. In you go.



You'll have to duck back and forth between the alcoves to make your way down the hall and avoid the rolling blade.



At the end of the hallway, Lara slides into a smallish chamber with an impending spiked ceiling.



Around the room are four "real" switches mixed in with textured ones. Once you find the first, you can easily spot the difference. Grab the Small Medi Pack and exit.



Run and jump up the pillars and climb to the walkway above the falls.



Kill the koi and check the pool. Swim over near the lever, then get a good breath before you swim down and pull it.



Pull the lever and the current in the area reverses. Turn and swim down the wide underwater tunnel.



Down the wide tunnel, avoid the lever on the left—it's a red herring. Look high and right across from the lever, then swim into the narrow passage.



Swim down the smaller passage and pull the lever. Don't do anything else: just pull the lever and backtrack to the large pool down the wide tunnel.

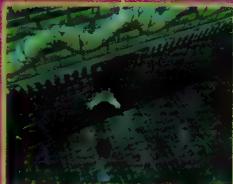
Temple of Xian



The large pool has filled to the brim with water, and you'll need all your air to make it up to the small area where Lara can catch her breath.



With a full supply of oxygen, swim back down the wide tunnel and into the small passage. Take the Small Medi Pack and pull the lever down in the short opened hallway.



Once again, it's very tight to get the Medi Pack, pull the lever and make it back up to the air pocket. Swim back down and through the open portal in the large pool.



The lever inside the opened antechamber opens the exit to the pool puzzle—a door off of the pocket up above.



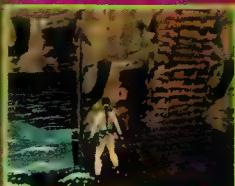
Shoot the fish and take the ammo. There are Shotgun shells beneath the water and M-16 clips on the low block. Be ready to move when you throw the switch in the antechamber.



Turn to the left from the switch and drop down the open trapdoor as the wall closes in from the far side of the room.



At the far end of the tunnel waits the Gold Key. Outside the grating is a bonus Small Medi Pack. Swim up into the pool near the Temple doors.



The Gold Key goes in the lock on the ledge in the adjacent chamber. It opens the underwater grating.



Swim down and buttonhook back to the right at the intersection.



On the left-hand side of the tunnel is an opening to a chamber. Hug the left-hand wall, wary of koi, and look behind a pillar on the right for a lever.



Pull the lever on the pillar and continue past it to the other side of the room. Exit back in the direction you came from.



Swim straight down the wide passage and up through the hole in the grating that the switch opened.



Climb ashore on the wooden ledge and cap the koi from there. Be ready to burn some serious Flares in the dark, spidery cavern ahead.



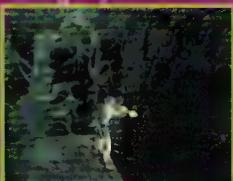
Work your way down the passage. Once you reach the large web on the right side of the passage, you need to get out the Uzis. They grow big in these parts.

Temple of Xian

11



Leaden the giant spider near the egg sack, and expect another hairy pair to appear when you drop to the floor.



There's a pillar to climb on the far side of the large chamber. Pop a Flare before you run for it. Be ready to defend yourself if the spiders somehow catch up.



Make your way up the ledges. It's tough to see in the cavern, but each is close to the next. When you don't need to grab, carry the Uzis. Run and jump to the central pillar.



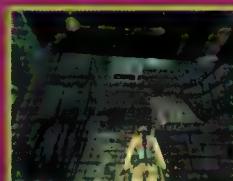
From the central pillar, you can run, jump, and grab into the wide hallway. Follow it to the small opening at the far end.



Run, jump, and grab the pillar in the pool and take the Silver Key. Now backtrack all the way to the shore near the lower temple doors.



On the same shore as the lower temple entrance is the Silver Key Door. Go inside.



Expect rolling spheres when you stand on the lower two platforms.



It's easiest to just jump off to one side when a sphere comes down. The reclimb is short. Stand and jump from the side of one pillar to grab the edge of the next in line.



There's one last sphere up above, to the right side of the dark opening. Grab the AP ammo and check the bridge with caution.



Draw out the eagle that comes from behind before you trigger the tiger from the across the bridge. It's easier to stay on the bridge if you work on them individually.



There's more tiger trouble from the left, in the room across the bridge. You'll have to jump to grab the low edge of the pillar on the right.



Jump and grab the bottom of the small sloped pillar. Pull up and jump immediately. Lara will backflip to the top of the pillar nearby.



Don't go down there. There are Uzi clips there, but no way to get back up the ladder. It's just a horrible backtrack.



Up above, stand near the corner with your back to the wall, facing the ledge where the blade rolls back and forth. When the blade reverses, jump forward twice to make it past.



Take the Large Medi Pack and Uzi clips near the skeleton, and consider the bridge. You'll have to outrun the rolling blade and duck off to the left at the far end of the span.



Throw the switch and drop another eagle. Follow the blade back across the bridge very closely—it's faster than Lara—and duck back inside the room.

Temple of Xian



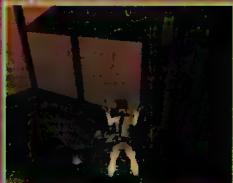
Backtrack to the tiger room with the two pillars. You must climb up via the springboards. Stand with Lara's face pressed to the wall. Step back. Step forward. Backflip.



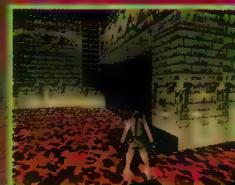
Don't lean at all as Lara bounces upward; let the springboards do all the work. When she leaves the uppermost springboard, lean forward and grab.



Pull up to the ledge ready to defend yourself. The door you opened with the last switch is nearby.



Drop the eagle, then jump from the edge to grab the walkway. Enter the huge chamber.



Off to the right is the Main Chamber Lock. You want to jump to that ledge and run along the lava as the wall closes in from the right.



At the far end of the area is a low white block. You can save time by jumping on top of it before climbing the ladder.



Once on the ladder, move off to the left side to climb, thus avoiding the spikes entirely.



In the dark upper chamber, you'll have to run and jump to climb the ladder on the right, as you enter. Another spiked wall will close in from behind.



In the intriguing upper room, there's a switch to throw at the end of the passage. Double back to see which portal has opened.



Run, jump, and grab around the left wall to reach the platform near the dragon. Take the Main Chamber Key from the top of the pillar.



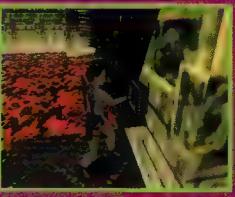
Step onto the slope near the dragon and slide forward. That's all. No lean, no nothing: just let Lara slide.



The slope deposits Lara on the top of a pillar far below, but only if you just let her slide all the way down.



Jump to the left of the pillar, leaning back to the right to avoid the open door and landing on the walkway.



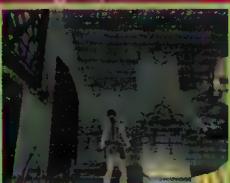
Apply the Main Chamber Key to the lock on the wall and jump back to the walkway near the door.



On the other side of the room, a small section of grating has lowered near a pillar. Run and jump to grab the edge, then run and jump over and climb the ladder.



Stand at the edge of the spiked pit, and jump forward to grab the ladder. Climb back up to a familiar area.



Off the upper passage, the top of another tall serpent statue is accessible. The recognizable difference is the tall pillar and open grating nearby.



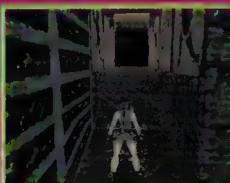
To reach the area below the ladder, you have to jump to the slope nearby, and from there to the flat spot before Lara slides off. Climb up...



Climb to the top of the ladder, just shy of the blade, and jump off. Slide down the slope, and jump to grab another ladder. That's the general means of ascension.



From the ladder below the final blade, there's another ladder directly behind you. Jump forward off the ladder and Lara will spin in midair. Grab the ladder and climb.



Now that was a level. Follow the passageway to see what the local dagger worshippers are up to—namely, no good.



Floating Islands

Secret Bonus:

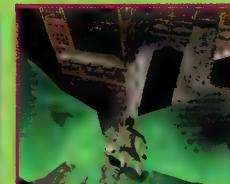
Grenades



Collect the Small Medi Pack and walk to the end of the green path facing the gold lattice structure. Get out the Pistols, and open fire as the warrior comes into range.



It takes the warrior forever to float in Lara's direction: plenty of time to chip him to pieces with the Pistols.



Step back from the end of the green path, then jump forward to the left-hand slope of the nearby island. You want to slide forward.



The idea is to jump to the slope on the adjacent island, and then from that slope toward the gold lattice structure.

Floating Islands

Floating Islands



You'll want to jump from near the bottom of the island to grab the ledge. If you miss, a warrior will activate below when you land on the lower ledge.



Lara can just barely reach the ledge. It's quicker to reload if you fall short than it is to backtrack.



Throw the switch in the structure, and a trapdoor opens on a nearby island.



The gate at the end of the narrow passage also opens. Approach with caution, as you can step over the edge even when walking.



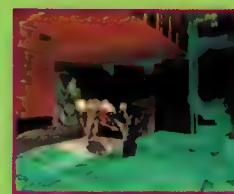
Through the gate, jump from the slope just outside to the adjacent slope, and slide to the large island.



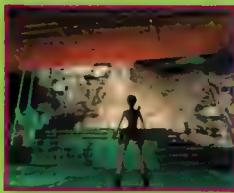
When you arrive, a soldier activates off to the left. Get out those Uzis and try to stay mobile: these guys are bad news. Try to keep up a steady stream of bullets.



Through the trapdoor above are the first of two Mystic Plaques and other supplies. Another soldier will come to life down below as you explore.



Once again, try to keep your distance, but also try to keep firing those Uzis. The one soldier stays put as long as you don't go near the far side of the island.



Face the soldier ledge, and look for a flat space up the hill to the right.



Jump up near the tree, and turn so that you can see the roof above.



Jump and grab the edge of the roof, and take the Jade Dragon from its lonely perch. Return to the area below.



From the same side of the island where you jump to grab the roof, you can hang over the edge and spy a ledge down below.



Drop down and grab the ledge, and pull up. Throw the switch, and the exit opens.



Run and jump to the steel walkway, and from the far end of the plank to the nearby small green island.



Turn to the left and jump over the sliding slope to the flat top of the small island.





Run, jump, and grab to the low, flat end of the nearby island ...



... and on to the small island past that. Travel likewise to the bottom of the distant set of huge green "steps," and climb up them.



From the top of the huge steps, you can run, jump, and grab to a ledge near the Mystic Plaques Door island. That's Plaques, plural. You need to find the second one.



Follow the irregular steps in the direction opposite the Mystic Plaques Door, and turn around as you approach the top. The distant warriors will activate one at a time.



Having chipped the two warriors into submission, look off the other side of the gold lattice structure and spy the rock path below. Jump down, and hang a right.



Jump to the low ledge in front of the entrance to the gold lattice structure and get out those Uzis. Look to the left.



Open fire as the warrior comes to life and he won't have time to do something unpleasant. Climb up to where the level began from near where the warrior sat.



As before, jump to the first slope near the beginning island, but let Lara slip off the edge. You should land roughly on a small ledge below. Turn around.



Run and jump from the low ledge to the small island with the second Mystic Plaque.



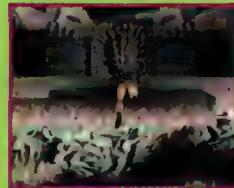
Take the second Plaque, and run, jump, and grab to the point of the small island nearby.



When you jump from the small island to the large one nearby, the last of the resident soldiers will activate. Uzi him before he covers the distance.



Drop down to the ledge below the island, and backtrack all the way to that small ledge facing the large island with the Mystic Plaques Door. Stand to the far right.



Run, jump, and grab from the right-hand side of the small ledge facing the Mystic Plaques Door. The ledge is ever-so-slightly irregular.



Place the Mystic Plaques and venture inside. As you approach the bridge, a warrior floats up. Too slowly.



Off to the right on the bridge, you can see an opening in the rock wall and the Stone Dragon.



Just to the right as you come through the door is an entrance in the rock. Walk backward up the short slope outside, and move all the way to the left of the ramp.



Backflip to the opening and follow the passage to the Stone Dragon.



You'll have to jump up over a slope—and then over a small ledge in the hall—to exit.



Check the green boulder nearby. Backflip over it, then backflip again when you hit the slope.



Following the second backflip, you can slide and grab the edge of a slope as the boulder rolls overhead. Drop down to the ledge below.



Look up as the warrior activates, and Pistol him to pieces. Above Lara's ledge, to the right, is a hole leading up into a chamber.



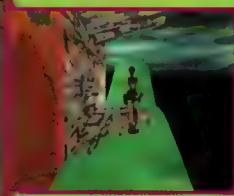
Climb to the low end of the sloped pillar, then pivot and jump up to grab the ledge above.



From the roof, head back around to the boulder slope via the opening in the rock wall.



You can slide down the boulder slope and come to rest in a small flat section at the bottom. Hop the gap and head up that ramp.



Where the green is broken by the rocky pattern, turn and look to the right to spy a small island.



Run, jump, and grab from the ramp to the small island with the rope slider.



Your first time on the rope slider, you can't take the trip to its end: The door is closed up ahead.



Drop off onto the lower bridge and get out those Uzis. Head through the opening on the right.



One of the soldiers activates upon your arrival. Rock his world.



The switch opens the door at the end of the long rope slider. Throwing it also activates the two remaining soldiers. Not good. Backflip. Use your Uzis and Medi Packs.



There's another short rope slider in the adjacent area. Ride it over, and keep the action command held down to cling to the wall.



Climb up and follow the passage. Turn and grab the ledge to shimmy left, and drop to a familiar location.



Head back to the island where the long rope slide begins.



This time you can take the full trip.



Just hang on and you'll cross through the huge chamber to a short hallway.



From the short hallway, run and jump back to the ledge on the right in the outer area.



Look sharp as a warrior comes floating in from the left.



If you cross over and climb the pillar near the wall of fire, another warrior floats from the flaming cave and dies.



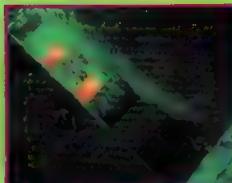
In the bigger area beside the deep trench is a box to move.



Pull the box so that you can jump up and grab the overhead ledge. Throw the switch.



On a nearby ledge sits a stash of M-16 clips. Down below you can see a long, sealed trapdoor.



The switch on the high ledge makes another switch accessible—off a walkway at the bottom of the narrow trench.



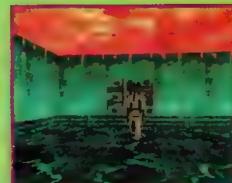
The final jump to the walkway is an odd distance, so make sure you lean toward the opening as much as possible.



Throw the switch in the narrow trench, and the long trapdoor you spotted from the ledge above opens. Go and see.



Run, jump, and grab from the ledge where you found the M-16 clips toward the opened trapdoor. The grabbing motion is what lowers Lara's trajectory enough to allow her to make it inside.



Down below the flames, throw the switch on the wall.



Collect the Shotgun shells, and swim down through the narrow passage. When the passage opens up, hug the left-hand wall.



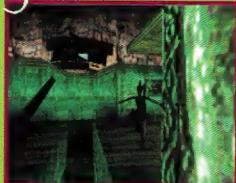
To the right is a switch on the wall. Climb up and throw it, mindful of the small circular blades. A gate opens back in the huge chamber.



Floating Islands



The switch also stops the blades swinging in the hallway. Wade through, and climb back into the hallway where the long rope slider deposited Lara previously.



Jump back to the right-hand side of the area, and push the box over as close as possible to the newly opened gateway above the low end of the rope.



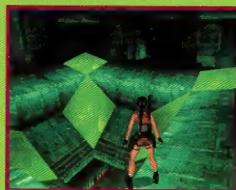
Run, jump, and grab toward the ledge to reach the upper hallway. On the left is a sealed door. Head straight down the hall.



Run, jump, and grab the crack in the wall, and shimmy to the right above the spikes. Pull up and throw the switch in the upper alcove.



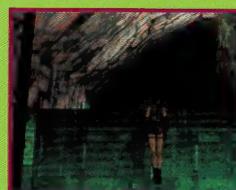
Run and jump from the switch alcove, and you can make it back to the upper hallway.



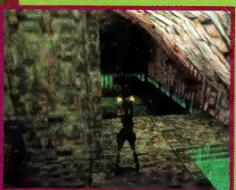
The switch opens the door to the chamber off of the upper hall. Slide down the slope and drop into the cage.



When you throw the switch on the wall, the bars are raised and the resident ninja begin to hurl little razor disks in your direction.



Throw the switch and climb the wall behind you, beside the upper pillar.



From the upper ledge, you can use the pillar for occasional cover and conserve a ton of ammo. Jump or run back and forth, and chip away.



The ninja drop all kinds of cool stuff. When you start to collect the goodies, the soldiers around the room come to life.



Once again, the high ledge is your best bet, especially considering that the soldiers, unlike the ninja, have no form of distance attack.



You'll have to roll near the final soldier to bring him to life. Remember to loop to the right around the lava trough going back to the top of the wall.



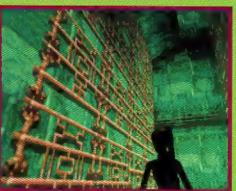
Throw both switches in the alcoves. One opens the immediate exit, while another opens a door back upstairs. Dispose of the arriving ninja, and head up the broad stairway.



Throw the switch at the top of the stairs twice. The first time, it opens the nearby gate and activates the soldiers. The second time, it closes the gate before they can get inside.



Don't get too close to the gate once the soldiers activate: they can stick you through the closed door. You, in turn, can shoot them.



When the soldiers finally crack, check the room that has opened. Climb the lattice above the pit to near the top.



Take one "step" downward from the top of the lattice, and jump forward. Lara will pivot in midair, and can thus grab the lattice behind her. Climb up.



Climb to the colored section of wall behind the lattice and repeat the trick: jump forward and grab. Climb up to the slope, pull up, and jump immediately. Keep jumping.



Jump back and forth from slope to slope, and lean to the left. As you approach the safe flat area, a ninja arrives from that direction to torment you.



You have no choice but to take it from the ninja until Lara can slide to a stop on flat ground. Punish him.



Pull out the block and push it over in front of the razor disk stream.



From where the block sat, jump to the ledge on the left.



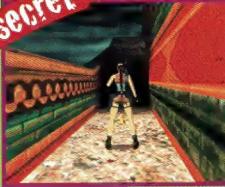
Follow the ledge, and look across the lava stream to spy a small depression in the rocks.



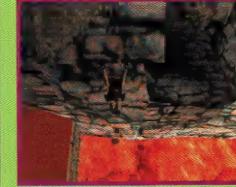
Jump down to the depression and turn to spy a tunnel beneath the ledge. Run and jump over to the opening.



Follow the tunnel by Flare light, and climb the low ledges to the outside area.



Follow the outer walkway to the right, and claim the game's final secret statuette: the Gold Dragon. The backtrack is tricky. First, return across the lava to the depression.



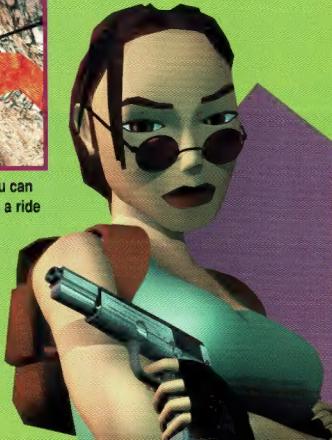
With your back to the tunnel. Move all the way to Lara's right, and turn slightly to the right. Jump left and grab the edge of the slope. Pull up and backflip.



Jump from the top of the rocks to the space vacated by the movable block, and grab the edge. Pull up, and climb atop the block.



From on top of the block, you can grab the rope slider and take a ride to the Dragon's Lair.



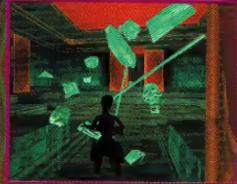
Floating Islands

And Home Sweet Home

There are a couple of skirmishes before the Dragon chamber, but this is mostly down to Lara and the boss. Uzi him until he drops, then take the Dagger of Xian from his belly before he can get back up. He'll rise indefinitely until the dagger is removed. If he falls in some weird way—against a pillar, with his back to you—back off, and whip out the M-16. Open fire as soon as it locks, and the beast will be almost dead before he can get to his feet.



Collect the Uzi clips and Large Medi Pack, and squeeze inside. The farthest soldier activates immediately, so step quickly off to one side to get a good look at him.



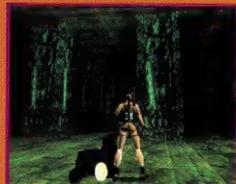
The switch across the chamber is a red herring, but step over there and activate the soldier near the entrance. It's best to take care of him now.



The switch that opens the exit and activates the final two guards, is on a pillar beside the entrance. Stay mobile in the high chamber, and don't go through the exit.



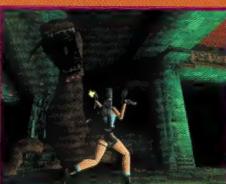
Peek into the dark chamber, then backflip to draw out each small group of ninja. The narrow portal makes a good check point, as Lara can jump side to side in the larger chamber.



Eventually, you can enter the large ninja room and mop up. The last of the bad guys spits up a Mystic Plaque as he dies. Use it to enter the main lair.



Note the pools of water: the area beneath the room is full of ammo and Medi Packs, but it's hard to get back out during the fight. Approach the figure to begin.



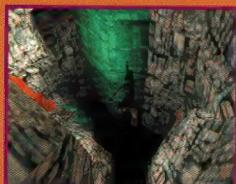
The idea is to circle around the beast and empty those Uzis. Since the head of the Dragon is the target, only one gun will fire at once, but you can't stand still.



As long as Lara is running across the Dragon's line of fire, the deadly column of flame is just a bit too slow to catch her. Just don't smack into a pillar.



Hopefully, when the Dragon finally falls, you'll have a good angle to the Dagger of Xian in his belly. Run to the bloody spot and use the action command to withdraw the blade.



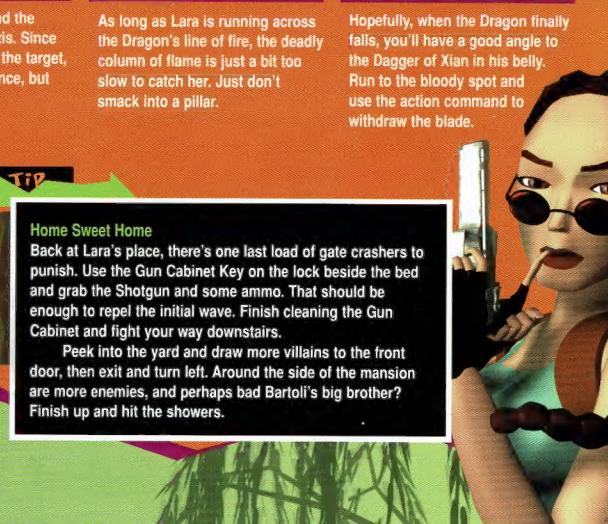
The final trick is escaping the lair with the dagger—down the exit tunnel that opens. Get a move on and leap if debris falls in Lara's path.

TIP

Home Sweet Home

Back at Lara's place, there's one last load of gate crashers to punish. Use the Gun Cabinet Key on the lock beside the bed and grab the Shotgun and some ammo. That should be enough to repel the initial wave. Finish cleaning the Gun Cabinet and fight your way downstairs.

Peak into the yard and draw more villains to the front door, then exit and turn left. Around the side of the mansion are more enemies, and perhaps bad Bartoli's big brother? Finish up and hit the showers.



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